ZERO

GAMES ST AMIGA PC CONSOLES

ISSUE EIGHT JUNE

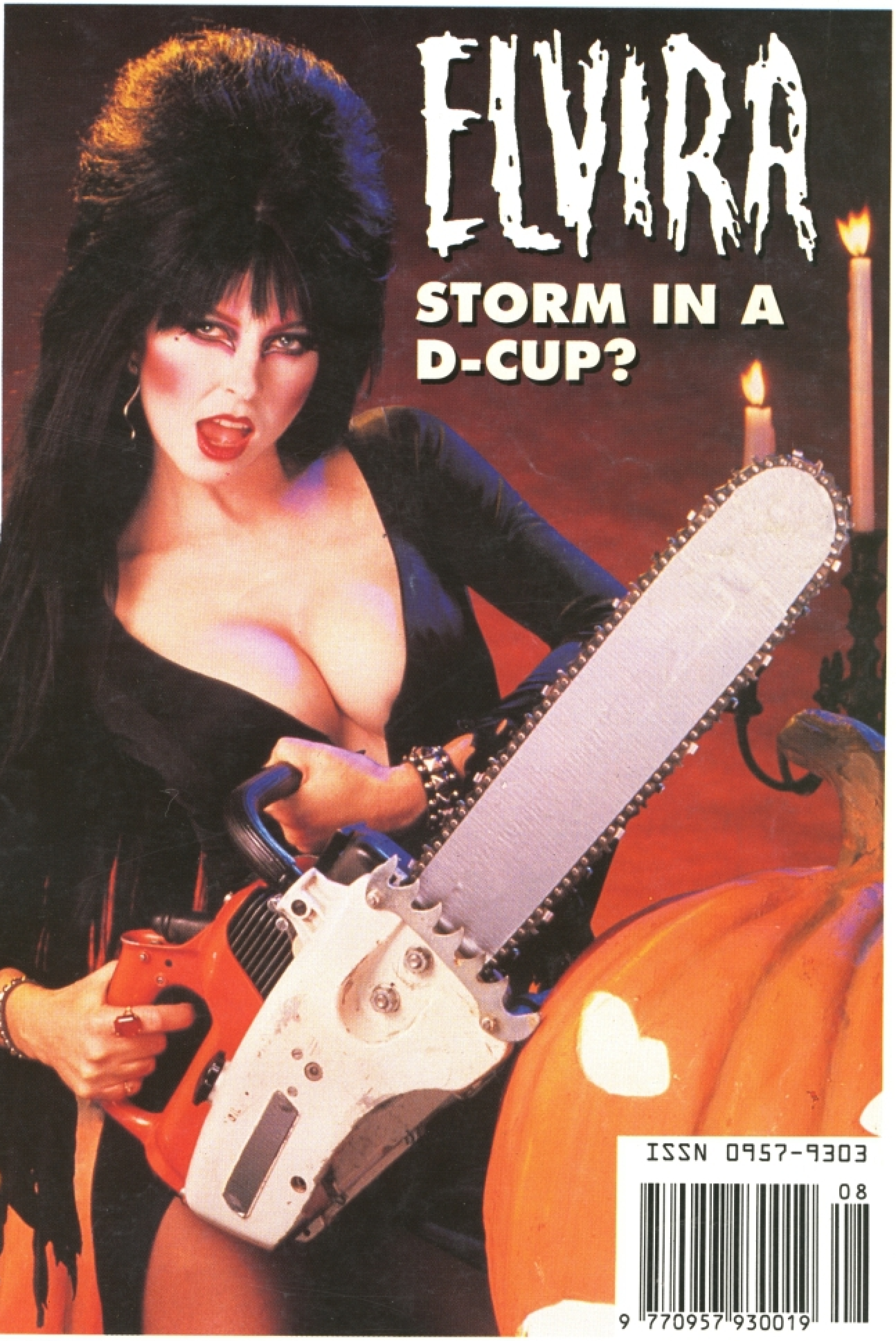
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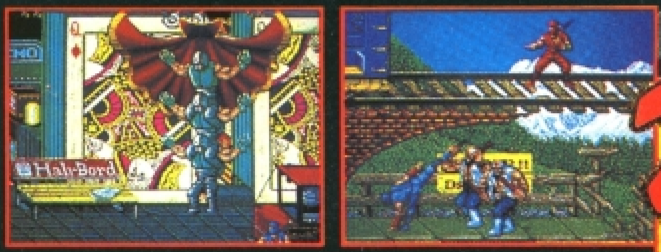
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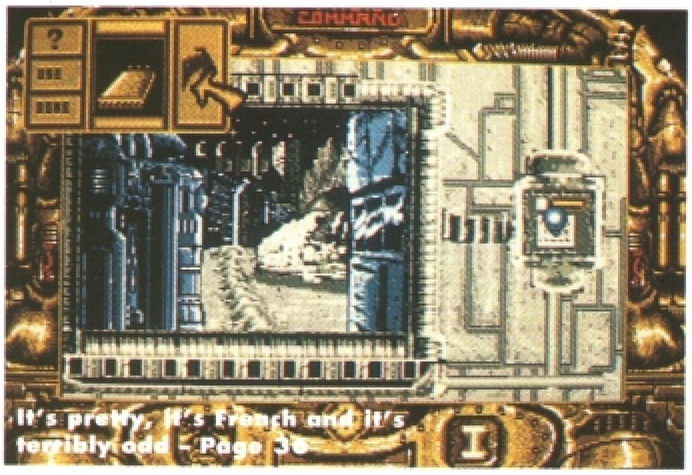


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Published by Domark Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 01-780 2224 Atari ST & Amiga Screenshots

ZERO 8



Shall I pull it? Shall I? Page 58



It's pretty, it's French and it's terribly odd – Page 36

68 THE PRICE IS RIGHT
If you're **short** of a few sponds, **Leslie Crowther** has some software up his erm, sleeve that might just be of interest.

62 ARTIFACTS
Ian Harling, **Mr Lost Patrol** himself, abandons his plans to re-invade **Vietnam** and investigates a career in **TV graphics** instead...

8 OI!
Roll up, roll up! All the **poop-hot news** from ECTS!

10 PREVIEWS
Skid Marks, Wonderland, Paradroid '90, Last Battle, Tournament Golf and more...

12 SIX OF THE BEST!
If we told you we were flogging **ZERO HERO** games at **massively discounted** prices, erm, we'd be telling the **truth!**

20 SUBSCRIPTIONS
A year's sub plus a **free Ocean block-buster** for **£14.95**! It's a **smashe-roonie!**

22 FEATURE
Is it a **birdie**? Is it an **eagle**? No, it's Duncan MacDonald with some **cream** of asparagus soup. (Some **golf games** actually. Ed.)

26 UNDER WRAPS
David 'McVicca' McCandless sticks his **big nose** and a **Kalashnikov** deep into enemy territory for an exclusive peek at Ocean's **Midnight Resistance**...

31 REVIEWS
Elvira, Turrican, Ultima VI, Treasure Trap, Theme Park Mystery, Their Finest Hour: a veritable plethora of games...

38 COMPETITION
Win a **blood-curdling** all expenses paid day out for two at the **London Dungeon**, courtesy of Mindscape!

58 FEATURE
David Wilson, wonder boy reporter, pays a visit to **Singe's Castle**.

67 LETTERS
Letters prey... ZERO readers dangle their **opinions** in the public eye. Oo-er.

61 COMPETITION
Walk off with 700 quids-worth of **Camcorder** donated by those terribly nice US Gold people! It's **'a stunna'**!



70 CRYSTAL TIPS*
*and Alistair. **Chaos Strikes Back.** So does ZERO. Result: tips for troubled adventurers. Plus the **Rainbow Islands** low down and loads more...

81 COMPETITION
Win a handheld **LCD colour TV** and five **Walkpersons** off Domark!



Who are you calling a big metal woofter? Page 40

82 DÉJÀ VU
Bringing old games to life on a new format: this ish it's **Pirates, Super Cars** and **Space Rogue**...

85 CONSOLE ACTION
Cute little **fluffy kiwis** hit console city: **New Zealand Story** is back and badder than ever...

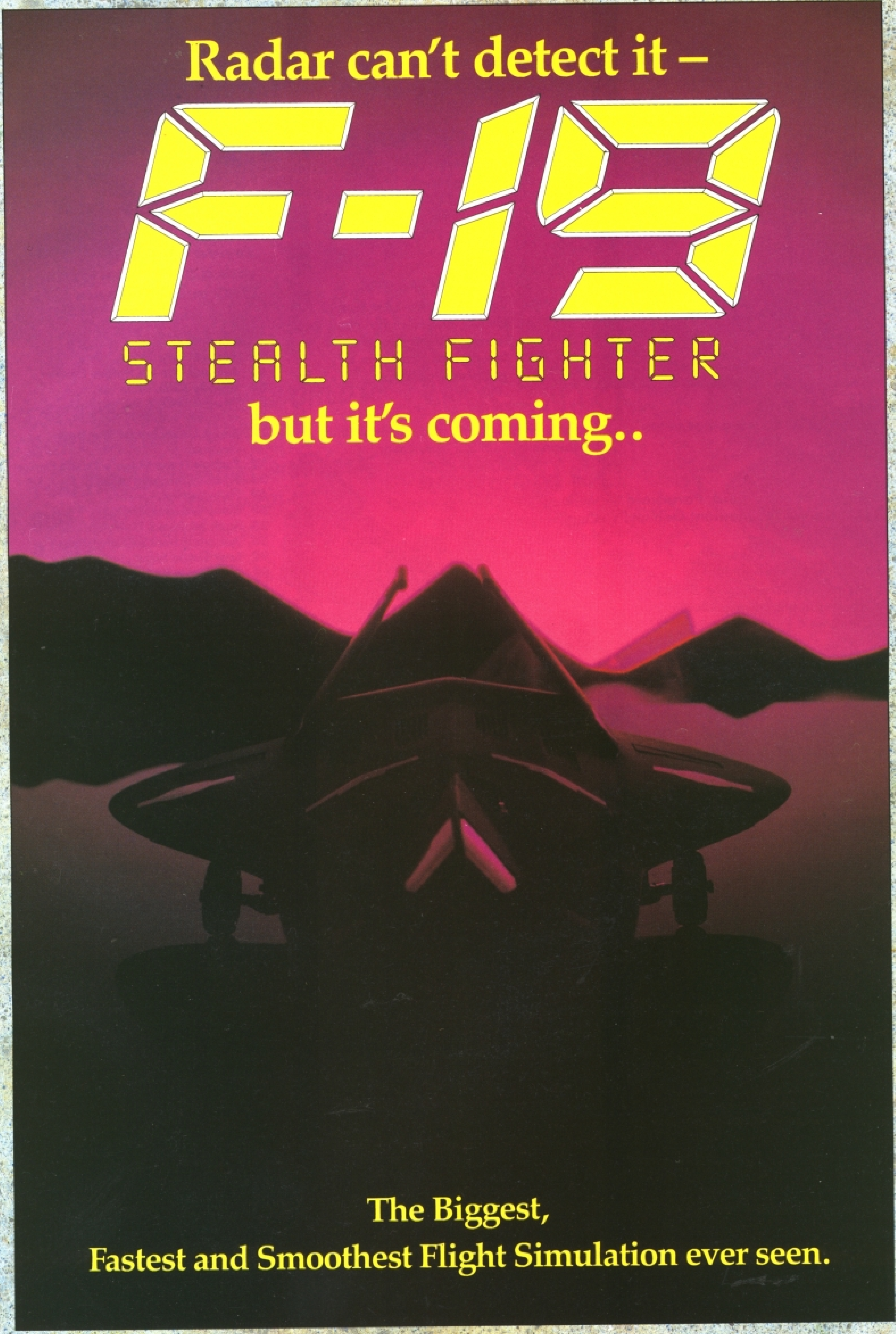
97 MAIL ORDER
Get shot of that crappy old **T-Shirt** and buy one of ours instead. **"They're brilliant."** (Jean-Paul Gaultier.)

98 ADVENTURES
Mike Gerrard, old **hedgehog face** himself, returns to **Leisure Suit Larrydom** and answers some letters – not necessary in that order.

104 YIKES!
Spook! Yikes is right at the back of the magazine for the **eighth consecutive issue!**

GAMES LIST
Can't find that exclusive review or preview? Then ask a policeman. Or the ZERO quick reference list...

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FLY F19 SOON ON YOUR ATARI ST AND COMMODORE AMIGA.

MICROPROSE



IBM Screen shots shown. Actual screens may vary.



AMIGA NEW BUNDLE

Commodore has come up with another Amiga bundle boasting a fair smattering of shiny games. With the *Flight Of Fantasy* pack just launched comes *Rainbow Islands* (Ocean), the snappily titled *Escape From The Planet Of The Robot Monsters* (Domark) and the much hyped flight sim *F-29* (Ocean). And, once again, for the arty types out there, Commodore has thrown in a copy of *Deluxe Paint II*.

The new pack costs £399 which is the same price as the *Batman* pack



launched last year. And whilst the manufactured Batmania of the last summer may (hopefully) never return, Commodore is pretty convinced there's life yet in the pointy-eared one – especially as the film came out on video recently.

Stocks of the Batpack should remain available all through the summer and the video is packed with ads for it. In fact, it's got a competition too – so all you Norbert Colon's out there can get a chance to win a machine just by renting the film for couple of quid.



ADIDASIGNED

In a flurry of activity, Ocean has tied with a German label, delayed its Liverpool FC game and signed up the Adidas licence.

The new deal is with a little known German company Starbyte. The game that attracted the Manchester chart kings to the deal is a nifty tennis simulation called *Tie-Break* which has so far only been released in Germany.

The game is likely to be tweaked a little to keep us Britishers happy, and it will be released on 16-bit first just in time for Wimbledon.

The Liverpool game has been delayed because Ocean thinks there are a few too many footie games coming out at present – thanks, of course, to the current World Cup frenzy. It should arrive when the new football season starts at the end of the summer, but just to make sure it doesn't miss out on the sales Italy 1990 can bring, Ocean is about to release *Adidas World Cup Football* on all formats.

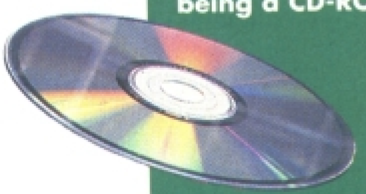
TEAM STRIP JOY

With the World Cup just a few weeks away, even joysticks have been gripped by Italia '90 fever. Manufacturer Dynamics has decided that, with more footie games arriving by the minute, what the true sportsman needs is to waggle with the colours of his/her chosen team. A range of digital sticks representing the strips of England, Scotland, Ireland and the 21 no-hopers making up the numbers this summer is available now for 15 quid.

Rumours that the version for the United Arab Emirates has already sold out were unconfirmed at the time of going to press.

(CD-ROM, ROM ROM), ST CD-ROM (ROM)

As ever, the Atari rumour-mill whistles around and around – the latest prospect apparently being a CD-ROM ST machine.



The argument is that Atari has had the technology to make such a machine for ages and the firm will eventually get around to sticking it on the ST to give it a new boost in a year or two. However, it is more likely that staff at Atari are rather upset by the publicity the looming CD Amiga is getting.

To be honest, the only advice we can give on CD ST is 'don't hold your breath'.

EDDIE READY FOR CONVERSION



Hairy rockers Iron Maiden are apparently celebrating their tenth anniversary this year – yes, although it seems they've been around since time began we've been assured that it's only a decade.

Anyway, to mark the occasion, the band's licensing agents are looking to release a game based on Maiden's legendary mascot, Eddie. To the uninitiated, Eddie is a giant um... thing which has featured, in a continuing story, on all the band's albums.

Several publishers have expressed an interest in taking on the project and an Eddie game should be in the shops later this year.



ECO-LADE!?

American publisher Accolade has just gone a fashionable shade of green with the release of a game designed to increase ecological awareness. They're even giving donations to the Tropical Rainforest Appeal with each purchase! The game is called *Balance Of The Planet* and comes from Chris Crawford – the man behind the cold war classic *Balance Of Power*.

The star is, in fact, so chuffed with his new Balancing act that he has insisted the game goes out, with the help of Accolade, on his own, specially created Chris Crawford label. *Balance Of The Planet* is similar in concept to *Sim City* and *Populous* but focuses more directly on achieving ecological harmony. If you stop chopping down rainforests, then what about the workers? That sort of thing.

STICKS (WOAR!)



LEISURE WEEK

Lots of jolly japes and wacky stunts are even now being eagerly planned by everyone in "the biz" for the first ever national Leisure Computing Week. The seven days of merriment surrounding all things gamesy is scheduled to begin on September 10th and will coincide with this year's major consumer show at Earl's Court.

As yet, no one is too sure just what Leisure Computing Week actually is but it does seem that the main aim of the event is to convince the rest of the world that waggling your stick really can be fun and exciting. All the major publishers are currently paying marketing men huge amounts of money to come up with totally off-the-wall ideas about how to push their software to the forefront during the period so, if nothing else, the scam could at least throw up some decent freebies, and, just possibly, cheap software.



ON THE GRAPEVINE

April saw the second annual European Computer Trade Show in Islington's Business Design Centre. Here's a special On The Grapevine to fill you in on the latest software news...

● You just can't lose with a compilation, can you? Several full pricers bunged in a box and knocked out for more or less the price of one, it's an earner! (Unless they're all completely crap, of course.) Domark has four compilations up its sleeves, the first entitled **Heroes** for release in July, the second a boardgame compilation and around Christmas time a Tengen compilation featuring **Hard Drivin'**!

● Other compilations in the pipeline include **Accolade All Time Favourites** from US publishers... (See if you can guess?) Due out even as we speak, the ST and Amiga 'favourites' will include the original **Test Drive**, the golf games **Mean 18** and **Famous Courses Vols I and II** and the sports sim **Hardball**. The PC version has a slightly different line up. As well as **Test Drive** and **Hardball**, you'll get **Mini-Putt** and **Apollo 18**.

● The Sales Curve, the programming team behind Virgin's **Ninja Warriors** and **Silkworm**, will shortly be announcing their own software label. The first release will be a conversion of the Jaleco coin-op **St Dragon**. Its future plans feature two other coin-ops including **Rodland** and the Paris Dakar rally arcade hit, **Big Run**.

● Ocean is still awaiting the release of the movie **Nightbreed**, so that it can simultaneously release its computer games of the same name! Yep, there are now going to be three games – a role player, an arcade and a Cinemaware style game. Expect them around September. Following this, Ocean has several other licences including the movies **Robocop II**, **Top Gun II** and the coin op **Special Criminal Investigation** (the sequel to **Chase HQ**).

● Thalamus is currently very excited about its licence of the **Ford Q8 Rally Team**. In its early versions, this Sierra Cosworth rally driving sim is running at 50 frames per second. It'll feature different stages, weather conditions and locations and is set for a May release.

● Oh, and talking of Thalamus, it is also to market the new game from **Forgotten Worlds** programmers, Arc Developments. Called **Restrictor**, it's a 3D sprite game described as a cross between **Galaxy Force** and **OutRun** (but much much better!). Expect to see it released in time for the PC show.

● Currently making inroads into the British games market are Swiss based publisher Linel. It has several original titles en route including **Traders**, **Kaiser**, **Lords Of The Sea 1000BC** and its Christmas biggie, the licence of Warner Brothers' **Never Ending Story II**. Linel has also signed a deal with Italian programming house Genias, who hase a soccer game, **World Cup '90**, a beach volley game, **Over The Net**, a multi-directional scrolling fantasy game, **Dragon's Kingdom** and a Formula 1 sim, **Warm-Up**, in the pipeline.

● Audiogenic announced at the trade show its very first coin-op licence. The game is called **Exterminator** and it comes from Gottlieb, better known for being one of the big three pinball machine makers. It's a very original game in which you take control of a sort of Rentokill chap. You basically play a rather fetching dismembered hand and, starting in the kitchen, work your way through the rooms splatting cockroaches, wasps, spiders and all manner of howwid cweepy cwawlies. Yeuch!

● Isn't it weird the way that publishers all seem to come up with games on the same theme at the same time? Well a forthcoming popular theme about to be given the treatment by several houses appears to be aerial combat in the First World War. First off, we'll see Cinemaware's **Wings**, then Dynamix's **Red Baron**, and then **Fokker** (hem, hem) from **Warhead** programmer Glyn Williams.

● Spectrum HoloByte, the American company who gave the world **Falcon**, has a whole load of goodies up its sleeve for the not-so-distant future. Besides **Flight Of The Intruder** previewed last month, it's working on a game based on the **A10 'Warthog'** ground support plane and another on the **AH-64A Apache** helicopter. Both these games will be part of the Electronic Battlefield Series (EBS), the first game of which was **Tank** reviewed last ish. All games from this series can be linked together at the same time, so for example you can fly Mother Hen in an A10 to your mate in a tank on the ground. Also – ZERO can reveal exclusively – **Falcon Mission Disk 2** is on the way, plus a new F-16 sim to be called **Falcon 3.0** in the US, but probably entitled **Falcon II** over here.

● Oh-oh, looks like we've run out of space.



Oi compiled by Stuart Dinsey & Dave Roberts

PREVIEWS



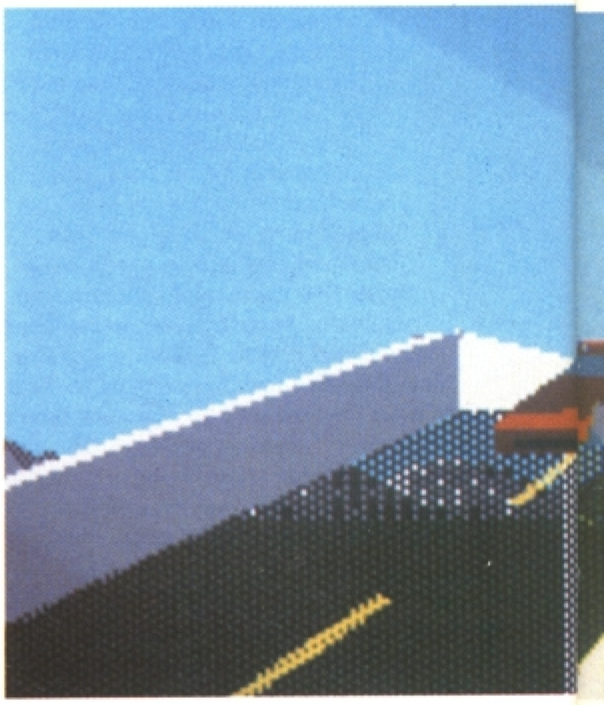
SKID

Someone was bound to produce a car game with this nametag sooner or later: and Mindscape are the ones who have done it first. *Duncan MacDonald* (predictably) packed eighteen spare pairs of underpants before going to have a look at the 'not quite yet finished' version of *Skid Marks* at Mindscape's HQ in Sussex. But will he make any childish 'poo poo' jokes? Read on.



Well. It had to happen eventually, didn't it? A car racing game with a sort of vaguely rude 'toilet joke' in the title. So what do I do? Do I rise to Mindscape's bait and start cracking loads of botty gags and delivering a few choice anal anecdotes? Or do I ignore it completely and pretend that there *is* no double entendre. Alternatively I could become totally outraged and have a good old rant, Mary Whitehouse style. Hmmm, decisions decisions decisions. I know! I'll look up skid marks in the dictionary and take it from there. Where is it now? *(Sound of someone fumbling through a bookcase.)* Found it. *(Sound of pages being flicked through.)* Right! Ski jump, skid row, skid road, skid pan, skid lid... ah, here we are: skid marks. Well, it's a noun for starters. Here's what the dictionary says: "dark marks, generally found on tarmacked surfaces, caused by molten rubber from the tyres of a moving vehicle – of which the wheels are not turning."

And that seems to be it. Yup, there's nothing else there. Blimey, what an absolutely useless dictionary. Cost me fifteen quid and no mention of underpants anywhere. No mention of smelly and embarrassing stains. No mention of Radion, the only washing powder with enough welly to remove them. Totally pathetic. And it leaves me pretty high and dry as well – where can I go from here? *(How about mentioning the game? Ed.)* I know, I'll get onto the game.

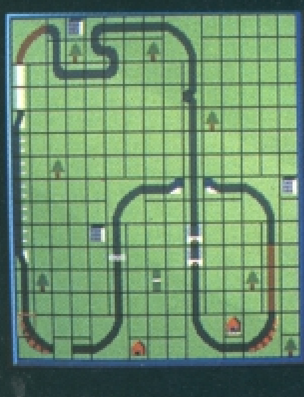




Typical British workmanship, this bridge was supposed to have been finished months ago!

A MEATY BONUS

As well as the pre-defined tracks you'll get with the game, there's also a course editor. This enables you to fiddle around with the tracks you're given, or (gasp) create your very own. Just think. Motor racing purists can recreate Brands Hatch. Non purists can add a couple of ramps, a tunnel and a loop the loop thingy. Totally insane people can forget about Brands Hatch and instead make a really tiny circular racetrack – the options are endless. It's all rather like Scalextric actually, except the cars don't keep stopping when they get to a really crap bit of track.





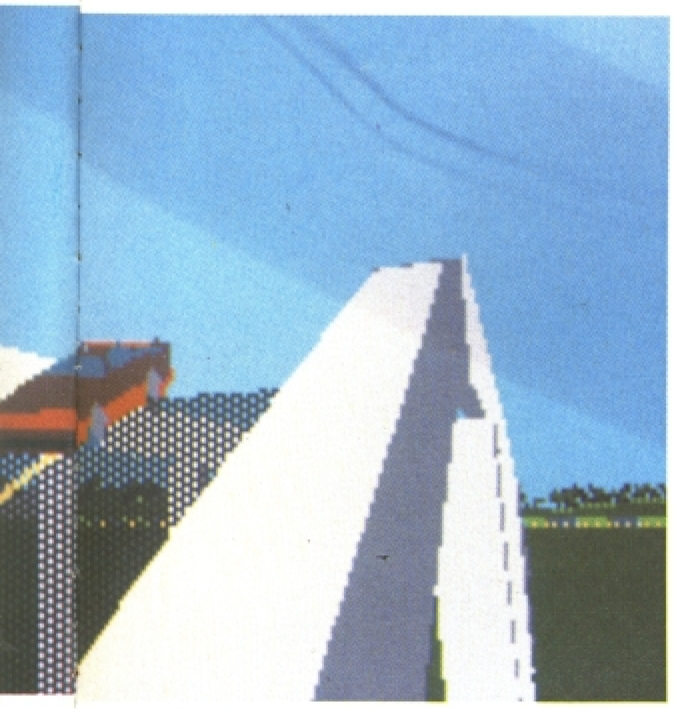


THE RACE

First of all, and to save dyslexics from struggling through to the last paragraph, I'll tell you what *Skid Marks* looks like to me – and that's a cross between *Hard Drivin'* and *Indianapolis 500* (with the emphasis being on *Hard Drivin'*). The whole thing (as anyone except Stevie Wonder, David Blunkett or Helen Keller will be able to tell from the screenshots) is a solid filled polygon job. Realism ahoy then.

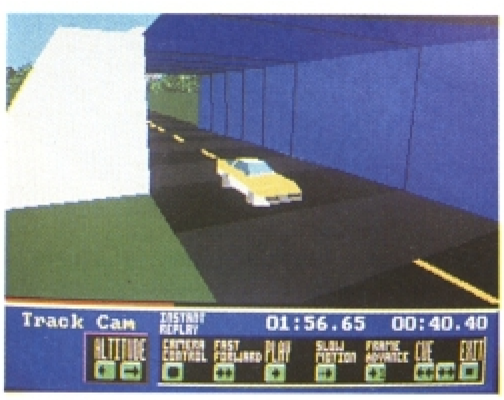
At the start of the game you get to choose one of about a trillion different vehicles – from a Corvette Stingray to a 'Super Truck'. At this point in *Skid Marks*, having picked a car, you find yourself looking at an on-screen static picture of the chosen vehicle with all the 'performance blurb' slapped on underneath – just like *Test Drive* and *Test Drive Two* – and do you know why? Because it's written by the same blokes, that's why (worth mentioning because they've got a pretty good pedigree).

MARKS



That reminds me, I need new shock absorbers. Urgently!

Anyway, then you get to choose a track to race around (apparently there are going to be heaps of them, sixteen probably). From an overhead view of the track you've chosen, the camera pans down and into your car cockpit. Hey, it looks like *Test Drive* again, with the moving steering wheel, all the instrumentation gauges and the little inset box with your gear stick in it (you can select manual or automatic transmission on the options screen). And it's off! Foot to the floor (or, erm, cursor arrow forward) and the revs pick up. Into first. Into second. Into third. Into an oncoming lorry. No, no, no. That won't do at all. Try again, this time using the steering wheel. Into first, into second, into third, into fourth. Hacking along now and what's that in the distance? Looks like a giant 'leaping ramp'. And it is – just like *Hard Drivin'*. Alyooop! Clear that, make it round a few more bends and there's – gasp – a giant 'loop the loop' thing. I've seen something like that before. Ah yes, in *Hard Drivin'*. In fact (from the one track I saw) a lot of things look like they're out of *Hard Drivin'* – and I'd take a guess that *Skid Marks* was originally styled on the coin-op. Also like *Hard Drivin'*, there are a lot of other cars on the road – although in *Skid Marks* you'll be able to decide whether you want one or two way traffic.



What a nice, straight tunnel and what a lovely shade of blue too.

FAMOUS SKID MARKS OF OUR TIME

NUMBER ONE: Barry Sheene
One of the longest skid marks in history was created in 1978 at the Daytona racetrack by motorcycle ace Barry Sheene (the former world champion). Barry lost control of the bike at a speed of over 200 miles per hour (the clot), fell over and skidded along the ground in his leathers for about half a mile. Remarkably he wasn't killed, but he did rather 'do his legs in' as they say. Nice one Bazza!

NUMBER TWO: Simon Bates



No crashes or anything here. It's just that Simon Bates is actually a skid mark himself. A dipstick of the highest order. Well done, Simon!

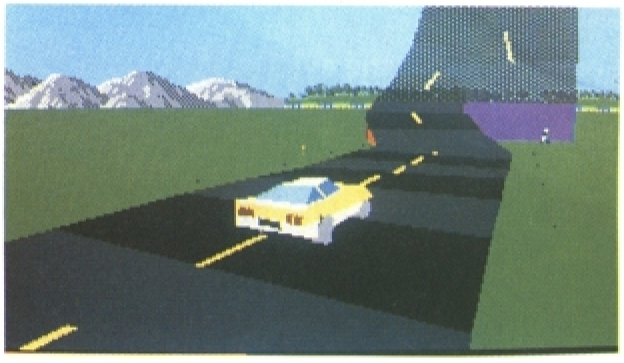
NUMBER THREE: French roads
The French are appalling drivers and often skid off the roads. All over France there are thousands of tell-tail signs: black marks starting in the middle of the roads, curving slightly to the right and then suddenly veering onto the grass verges, where the other tell tail signs take over (i.e. the mashed up hedgerows.) Vive la France!

NUMBER FOUR: Rome
The Italians make the French look like Austin Allegro drivers. All skid marks lead to Rome (where they mysteriously disappear). Actually it's not that mysterious – the reason there aren't any skid marks in Rome is because the traffic is so congested. Try as you might – even if you're an Italian – you cannot skid a car (even a Fiat Uno) at three miles per hour! Olé! *(Er, that's Spanish actually. Ed.)*



CANDID CAMERA

Well, yes, all very *Hard Drivin'* ish you're probably thinking, but where does the *Indianapolis 500* reference tie in? I'll tell you. There's a race-review option. Scattered liberally around the course (and around all the other courses that are going to be added) there are video cameras. Loads of the little buggers. You can fiddle around with their support towers, making them as high or low as you desire. They record an entire race and after the on-track action has finished you can lounge back with a bag of twiglets and watch the race from just about any angle known to man. In fact the wealth of camera angles outstrips *Indy 500* by about eight zillion. You can even view your car from underneath.



Um I think I'll get out and walk from here if that's OK!

All in all, *Skid Marks* looks as if it's going to be pretty impressive. The graphics are rather nice, the car is easy to control, the frame update is fast and all PC sound boards will be supported. Amiga and ST owners are in for a bit of a wait though – but it'll probably be worth it. At its very worst, *Skid Marks* will be what *Hard Drivin'* should have been, but at its very best, well, what can I say? Move over *Indianapolis 500*! Oh, and keep 'em peeled for the full review, in a ZERO near you very soon! *(Next month as it happens. Ed.)*

WHAT'S WHAT

TITLE	Skid Marks
PUBLISHER	Mindscape
PRICE	ST/Amiga £24.99 PC £29.99
FORMAT	ST/Amiga/PC
RELEASED	ST/Amiga: Sept. PC: June

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ZERO Issue 2 SCORE 92

FORMAT	R.R.P	ZERO PRICE	ORDER CODE
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Amiga	£24.99	£19.99	SBAM0002



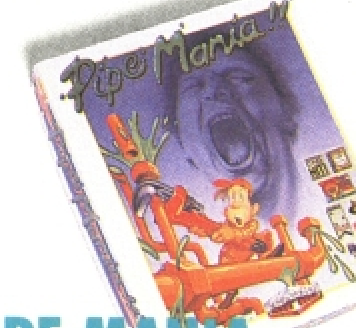
DAMOCLES

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"A corker of an arcade adventure with totally engrossing gameplay. Damocles is Mercenary to the power of three!"

ZERO Issue 7 SCORE 93

FORMAT	R.R.P.	ZERO PRICE	ORDER CODE
ST	£24.95	£19.99	SBST0007
Amiga	£24.95	£19.99	SBAM0008



PIPE MANIA

Empire

"Brilliantly simple. Simply brilliant."

ZERO Issue 5 SCORE 92

FORMAT	R.R.P.	ZERO PRICE	ORDER CODE
ST	£19.99	£15.99	SBST0003
Amiga	£19.99	£15.99	SBAM0004
PC	£24.99	£19.99	SBPC0005



TANK

Spectrum HoloByte

"The Falcon of tank simulations."

ZERO Issue 7 SCORE 91

FORMAT	R.R.P.	ZERO PRICE	ORDER CODE
PC	£34.99	£29.99	SBPC0009



BLOOD MONEY

Psygnosis

"This is murderously mind-blowing stuff!"

ZERO Issue 6 SCORE 90

FORMAT	R.R.P.	ZERO PRICE	ORDER CODE
PC	£24.95	£19.99	SBPC0006



KLAX

Domark

"Knee-tremblingly addictive Tetris *with knobs on. Klax is a real hooker."*

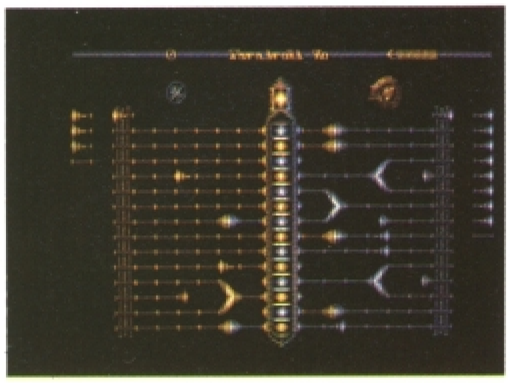
ZERO Issue 7 SCORE 90

FORMAT	R.R.P.	ZERO PRICE	ORDER CODE
ST	£19.99	£15.99	SBST00010
Amiga	£19.99	£15.99	SBAM0011
PC	£24.99	£19.99	SBPC00012

PARADROID

Honestly you can't rely on anyone these days. Turn your back for a moment and even the droids start revolting. Talk about ungrateful. Where would these guys be without you eh? However once they've got a whiff of your "Influence Device" they'll come to heal. You've got to find them first of course, which means exploring five space stations and dodging Space Pirates. Who'd have a droid eh?

● Available from Hewson, late 1990 on ST and Amiga price to be announced.



WONDERLAND



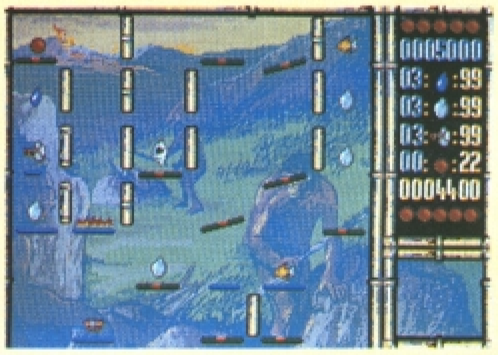
Mention the name Magnetic Scrolls to an adventure game freak and he (or indeed she) will prick up his (or her) ears. Mention the fact that Virgin Mastertronic are soon to be bringing out a new Magnetic Scrolls game and their ears will prick up even further. The game's called *Wonderland*, and is based on the Lewis Carroll *Alice In Wonderland* stories. It's going to be slightly different to their previous style of games, though – the Scrolls describe it as "a radical new adventure environment", although it looks to us a little bit like a Cinemaware game. Still, it's bound to be utterly brilliant. Here's a sample problem for you: "How do you draw treacle out of the treacle well?" Surely a bucket of some description would be in order. Mind you – things are never that simple in adventure games, are they?

● Available from Virgin, second week of June on ST, PC and Amiga priced £29.99.

POP UP

Civilisation comes from strange sources such as books and prophets but few can be stranger than a little energy ball that bounces through time bringing the word to the world. Still that's the scenario of this arcade game from Infogrames. Weird is not the word for it.

● Release details to be announced.



CHART

1. **WARHEAD** Activision
2. **CONQUEROR** Rainbow Arts
3. **PIPEMANIA** Empire
4. **MANCHESTER UNITED** Krysalis
5. **PLAYER MANAGER** Anco
6. **TRIAD III** Mirrorsoft
7. **CASTLE MASTER** Domark/Incentive
8. **W. C. BOXING MANAGER**/Goliath
9. **GRAVITY** Mirrorsoft/Imageworks
10. **E-MOTION** US Gold

Shipping Charts supplied by the Virgin Computer Games Shop, Virgin Megastore, Oxford Street. Tel. 01-631 1234

BUBBLE PLUS

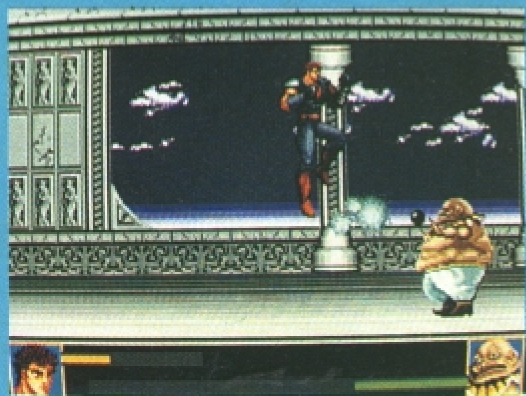


You may think that a ghost would have little to fear in a haunted house but you'd be wrong. Then again a ghost that spooks round with a bubble in tow is obviously not at the butch end of the spectre world. This Bubble Ghost has to mince his way through a maze of rooms trying not to get his bubble burst (Ooer!) The game includes a one or two player option and the opportunity to train for each room, so then you'll be a ghost train(ed). Ouch.

● Available from Infogrames now on PC, ST and Amiga price £19.99.

LAST BATTLE

Another conversion of a Sega coin-op. This time it's one of those rather violent types of games, where you have to dash about kicking everybody's lights out. Honestly, such violence. There really ought to be some kind of 'watershed' for these games. You should only be able to play them after, oooh, at least ten o'clock at night. In *Last Battle* you're going to be able to knock people's heads clean off their shoulders. There's going to be blood everywhere. It's going to be an absolute nightmare of exploding intestines and gall bladders and things. Mary Whitehouse must be told.



● Available from Elite in November on ST and Amiga at £19.99. PC will be £24.99.

AMIGA

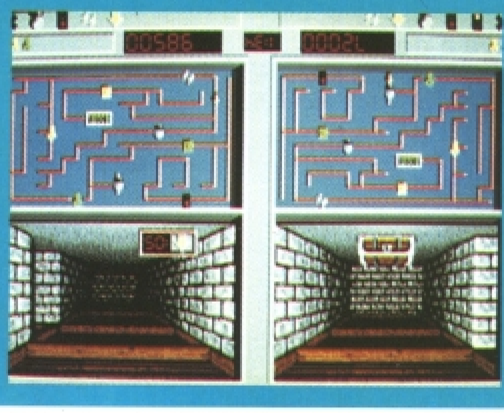
CHART

1. **F-29 RETALIATOR** Ocean
2. **WARHEAD** Activision
3. **CONQUEROR** Rainbow Arts
4. **MANCHESTER UNITED** Krysalis
5. **PIPEMANIA** Empire
6. **PLAYER MANAGER** Anco
7. **W. C. BOXING MANAGER**/Goliath
8. **E-MOTION** US Gold
9. **GRAVITY** Mirrorsoft/Imagination
10. **CASTLE MASTER** Domark/Incentive

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FUTURE CLASSICS COLLECTION

Bargains are funny things, aren't they? Your first reaction is always "Naaaah, there's got to be something fishy going on. You don't get something for nothing in this world." Well chew on this – Live Studios are bringing out a pack where you get five games for the price of one. That's, er, where's the calculator. Oh, can't find it. Log book? No, can't find that either. Anyway, it sounds too good to be true – unless the games are all totally crap that is. There's *Diskman* (a maze game), *Tankbattle* (a viewed from above, er, tank battle game), *Blockalanche* (a *Tetris* clone), *Lost'N'Maze* (sort of *Dungeon Master*-ish) and *Diet Riot* (a platformy affair). All five offer three ways to play – split-screen head to head against another person, split screen head to head against the computer or single screen play for a single contender. Will it be a bargain of a lifetime or not? You'll have to wait and see!



● Available from Electronic Zoo in late May on PC and Amiga, price to be announced.

WORLD CHAMPIONSHIP SOCCER

Football is a game of two halves, as they say. Yes. Of course it is. It's also a game of eight eighths, or sixteen sixteenths. Football, then, is a whole game: it's self contained – with no fractions or anything left over. Elite have realised this and are scrunching the whole of Sega's coin-op footie treat onto the ST and the Amiga. There won't be anything missing at all. Eleven players on each side, a ball, a pitch and two goals. It all looks a bit like *Kick Off* really, but could it possibly be even better? You're going to have to wait a few months before finding out, we're afraid.



● Available from Elite in October on ST and Amiga, price £19.99. Same date for PC, but five quid more.

ESCAPE FROM COLDITZ



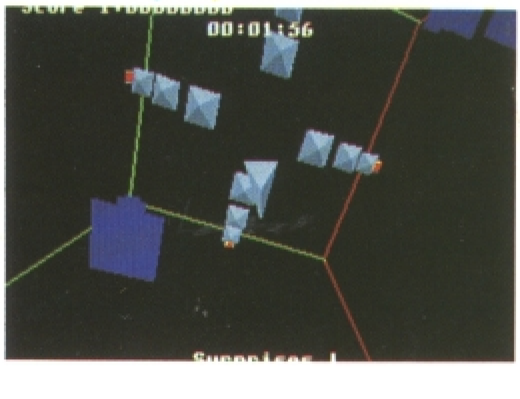
***The Escape From Colditz* board game was popular at about the same time as Sunderland were winning the FA Cup. It used to take about four hundred years to play and no one ever wanted to be the Germans. A great board game or a great bore? The ZERO offices are divided. If you still pine for those days of making gliders out of toilet rolls and sticking paper clips together to make ladders then DMS's conversion of the famous board game could be the thing for you. As well as including 600 internal locations and an enormous exterior map the computer version will also put an end to all those arguments about who has to be the Germans this time.**

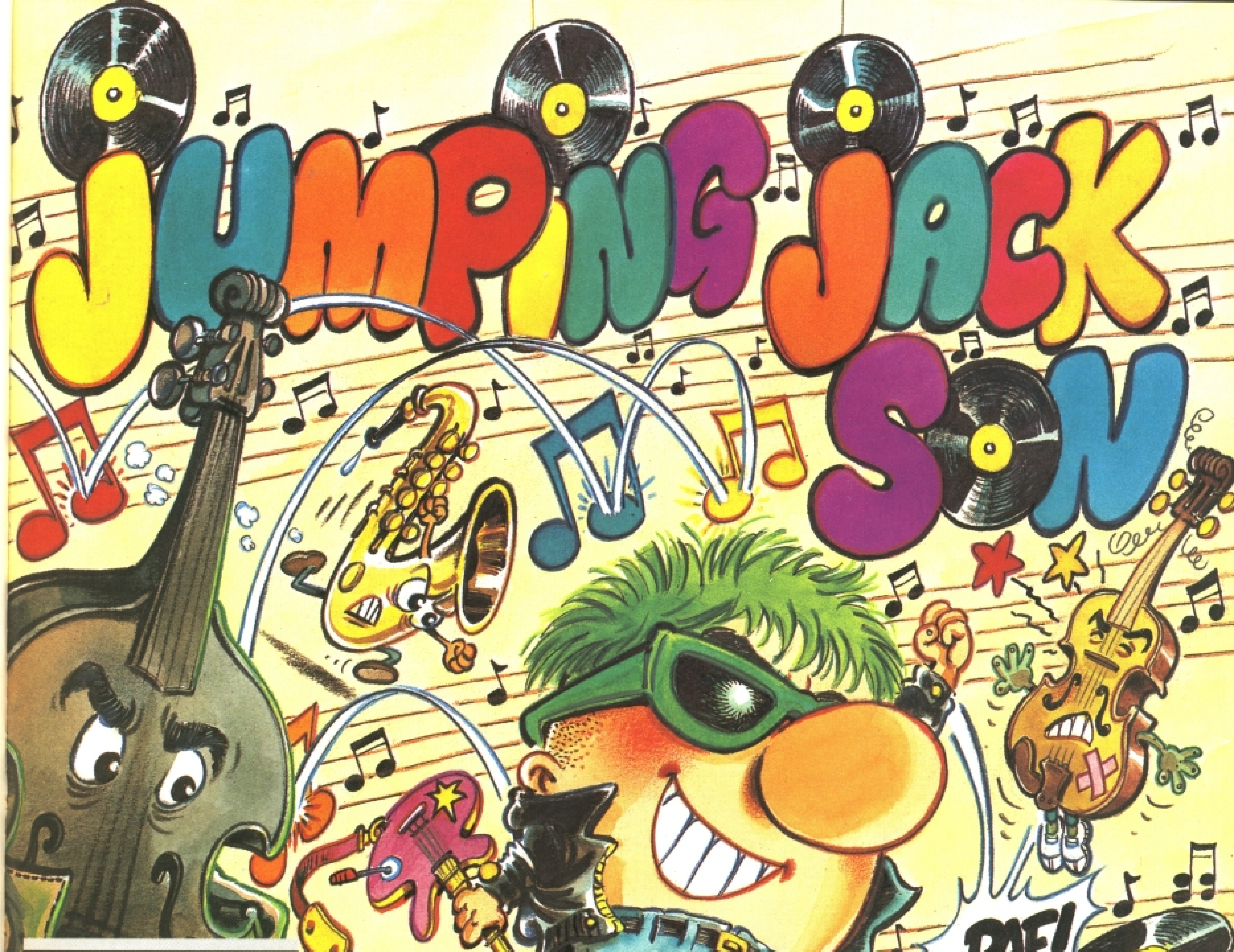
● Available from Digital Magic in September on ST, Amiga and PC. Price to be announced.

ALPHA WAVES

After Black Shape comes bouncy shape! You're a strange shape bouncing around a room and trying to bounce onto higher platforms, as strange shapes do. That's the simplest way to describe a rather odd game which includes a search for sound waves. "A communication created by the frequences emitted by the computer and understood by the human brain.. beyond the conscious." Ils sont fous les francais.

● Available from Infogrames, mid-May on ST, Amiga and PC, priced £24.99.













Music to your ears Rock'n'Roll is back in town!



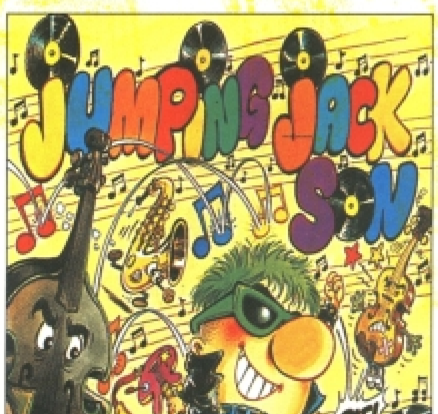
In a deluge of colour and music, save the Earth from a classical catastrophe. Classical music (yuk!) in its most tortureous form has overrun the world. With monsters so hideously hideous, so exaggeratingly evil, so barbarously bad, it's slowly destroying the last traces of the only great music... Rock'n'Roll. JUMPING JACK SON is our only hope.

As quick as a flash, find out the "timeless classic", the "golden oldie", the records which made Rock'n'Roll. And, of course, the first 45 cut by the King himself, Elvis Presley. All these records must be placed where they belong... THE JUKE BOX.

JJS is the fulfilment of technical performances. More than 27 colours on the main game screen (on both Amiga and Atari!), and up to 100 colours on the other screens. And don't turn a deaf ear! JJS also has 400 kb of Rock'n'Roll and FX sounds.

JUMPING JACK SON is a Magical, Musical, Visual, Mystery Tour... An ear splitting, eye popping adventure.
JUMP at the opportunity and JIVE into the action.

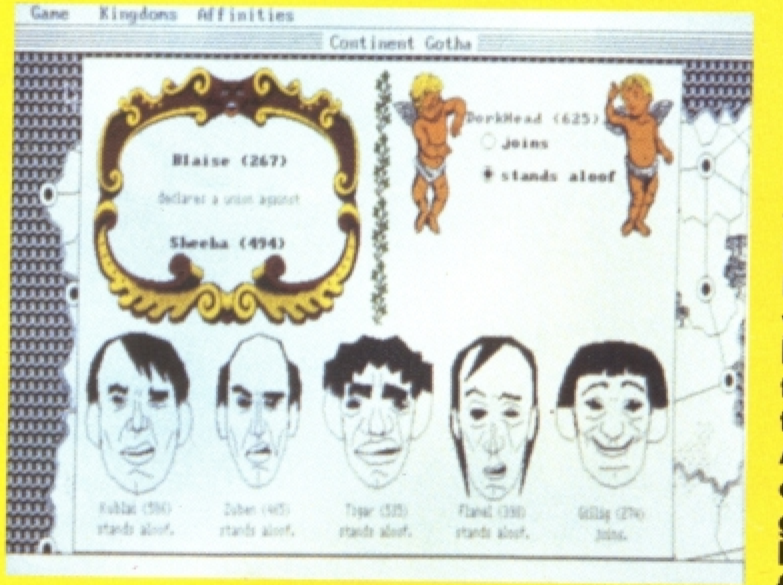
SATISFACTION GUARANTEED!



AVAILABLE ON ATARI ST, STE, AMIGA.

INFOGRAMES

GUNS AND BUTTER



Oh decisions decisions decisions. Should you buy a ton of boring Rich Tea biscuits or should you buy a hundredweight of Kalashnikovs? If you're bothered by these problems then this could be the game for you. As ruler of a small country you must get the balance between food and fire power right if you're to achieve your aim of dominating the rest of the Continent. Incorporation of macro-economic and geopolitical features in more than a billion continents means that you could still be playing this game long after the rest of the world has choked itself into oblivion.

● Available from Mindscape now on PC, price £34.99.

SHOCK WAVE

A Blastamobile hmm wonder what that does. Presumably it blasts things and it's probably fairly mobile as well. The blasting bit is fairly useful since you're being attacked by angry aliens. Without the mobile bit you may find yourself wrapped round a mountain. No mention of sea sickness tablets though, which is a bit alarming since the game includes a new digital rotate technique. Yikes.



● Available from Digital Magic in September on ST, Amiga and possibly PC, price to be announced.

PC CHART

1. **KINGS QUEST TRIPLE PACK**/Sierra
2. **CODENAME ICEMAN** Sierra
3. **FLIGHT SIM 4** Microsoft
4. **A10 TANK KILLER** Dynamic/Activision
5. **SIM CITY TERRAIN EDITOR**/Infogrames
6. **LHX ATTACK CHOPPER** Electronic Arts
7. **HARPOON** PSS/Mirrorsoft
8. **CHESS MASTER 2100** CDS
9. **DIE HARD** Activision
10. **POPULOUS** Electronic Arts

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BRAIN BLASTERS

What is a chap to do when strange shapes start falling from the skies? Well he could start running up and down the street shouting "Look strange shapes are falling from the skies". Alternatively he could start piecing them together and, if he was shrewd enough to wager a bit of money on the outcome, he could make himself a wealthy man. Wealthy enough to compete in the great game of Iozu. Honestly the French – it must be something in the water!

● Available from UbiSoft in early July on ST, Amiga and PC, price £24.99.



TOURNAMENT GOLF



What a funny old game golf is. You have a tiny white ball at 'A', which, by using a succession of different stick type things, you have to move to 'B' – which is about 400 yards away. Then you have to hit it not quite as hard as you did before, and try to make it fall into a small hole in the ground. It's sort of like snooker really, except it's outside and there aren't any cushions to bounce off (and there's only the one ball). Er, actually it's not really that much like snooker, on second thoughts. Anyway, Elite, in yet another coin-op coup with Sega, will soon be bringing you the chance to have a bash at this funny old sport from the safety of your own home. (Not that a golf course is particularly dangerous, but you know what we mean.)

● Available from Elite in October, price £19.99 for ST and Amiga, £24.99 for PC.

STOP


STARBLADE
GENOLYN IS PREGNANT AGAIN...
..AND JUST WAIT TILL YOU
MEET THE KIDS!
Silmarils
AMIGA · ATARI ST · PC
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It's so unbelievable that we'd better spell it out in words short enough for small furry rodents to understand. For £14.95 the postie will be delivering 12 issues of **ZERO** to your door, described by the Editor's maternal grandmother as 'a corking good read' – including issues at £2.50 with **cover-mounted disks** at no extra cost. Packed monthly with the hottest news, reviews, previews, features and **readers' wives**, ZERO is the Gospel According To 16-Bit Games-players. As if that weren't enough, you'll get one of the four Ocean blockbusters of your choice shown here worth £24.99 or more thrown in as well. For **FREE**. For abso-bloomin'-lutely nothing.

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FRED : Superb graphics, animations like cartoons !



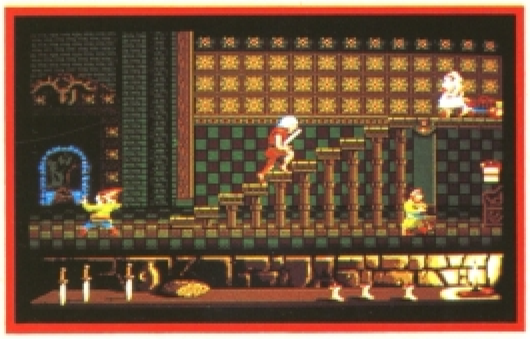


Great tumblings in fantasy surroundings with super original sound effects for a great arcade/adventure game !



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The Legend

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GOLF

THE MOST TEDIOUS GAME IN THE WORLD*

Brucie plays golf, Tarby plays golf, Sean Connery plays golf, Mike Tyson plays golf, Jasper Carrott plays golf – and so do lots of other people. *Duncan MacDonald* wanted to have a go as well, so he donned his plus fours and got stuck into *Jack Nicklaus' 18 Greatest Holes* (from Accolade) and Gremlin's spanking new *Greg Norman's Ultimate Golf*.

WHAT EXACTLY IS GOLF?



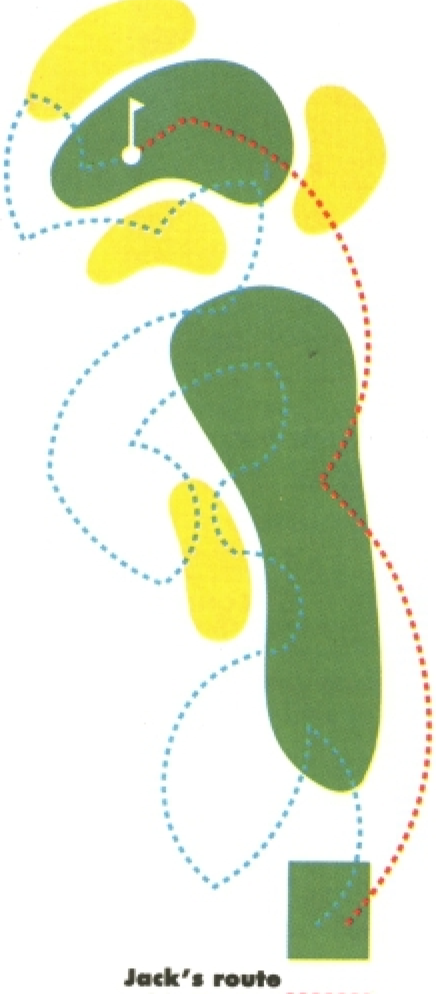
Golf is a game which on the face of things doesn't really look very exciting. People don't get injured or killed while playing this sport (unless a tree falls on them or there's some sort of freak RAF training plane accident overhead, which showers the course with sharp pieces of burning debris travelling at terminal velocity). No, golf is altogether a more sedate pastime, where a few old codgers hobble around from hole to hole dragging a bunch of silly metal sticks behind them and muttering to one another about how to produce the ideal compost mix for growing really juicy tomatoes.

Or maybe it isn't. Maybe golf is actually quite exciting after all – maybe a game such as golf can actually get the adrenalin pumping as much as if you were hurtling towards the earth in a helicopter piloted by Mike Smith. *(I doubt it somehow. Ed.)*

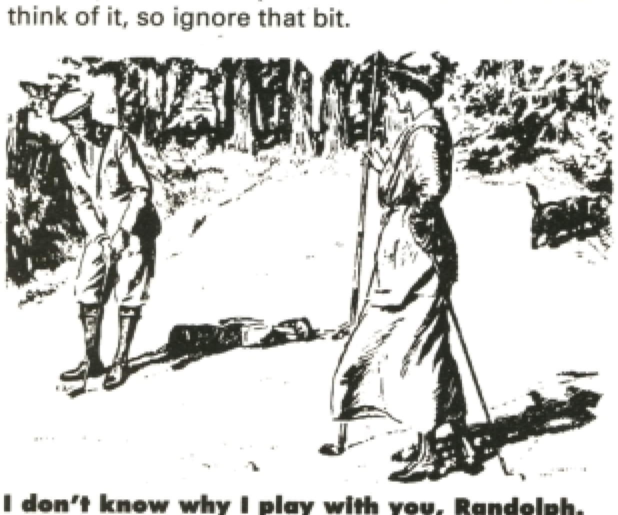
YES, YES – BUT WHAT IS GOLF?

The rules are very simple. Here's an idiots guide on how to play.

You have a tiny ball and lots of sticks. Some of the sticks are big sticks and some of the sticks are small sticks. There's a giant 'pitch' with a small hole at the end of it. All you have to do, using the sticks, is to get the ball from one end of the 'pitch' to the other, and then – using a special stick that you don't use anywhere else – you knock it into the hole. You repeat this eighteen times and count up how many times you actually had to hit the ball – the smaller the number, the better you've done. See? It's all just like football really, except there isn't a goalie... or a referee... or any footballers for that matter. Actually it's not really like football at all come to think of it, so ignore that bit.



Jack's route – *birdie 3*
Dunc's route – *bogey 16*



I don't know why I play with you, Randolph. Aim at the hole and stop staring at my chest.

IT'S QUITE EASY THEN?

No, it's not easy. Well not very easy, anyway. The pitches are all different lengths and shapes – and there are cunning 'traps' all over the shop, just waiting for your ball to be boinged into them. Bunkers full of sand for instance. Clumps of trees. Streams, ponds, lakes and boggy areas.

SO? JUST AVOID THE TRAPS, THEN

You can't always do it. It depends how good you are. In the real game of golf it all depends on your stance, how you grip the club, how good your caddy is and about three trillion other things. In computer golf it depends (basically) on three things: (a) Are you using the right stick? (b) Have you studied the course and (c) Are your reactions very quick? (consistently quick that is).

The reason you need quick reactions is because of what's called the power meter. Power meters vary slightly from golf game to golf game, but the general idea is the same. You click the mouse button. A bar starts to rise. You click the mouse button again when you wish the bar to stop rising (depending on how hard you want to hit the ball). Then suddenly the bar drops downwards and you have to stop it at an exact place (by clicking the mouse button for a third time). Click too soon and your ball veers to the left, click too late and it veers to the right. The further out you are, the more it veers. So basically a shot goes like this... Click, click, click. Long wait while the ball goes through the air and lands. Long wait while the screen updates to show your new position.

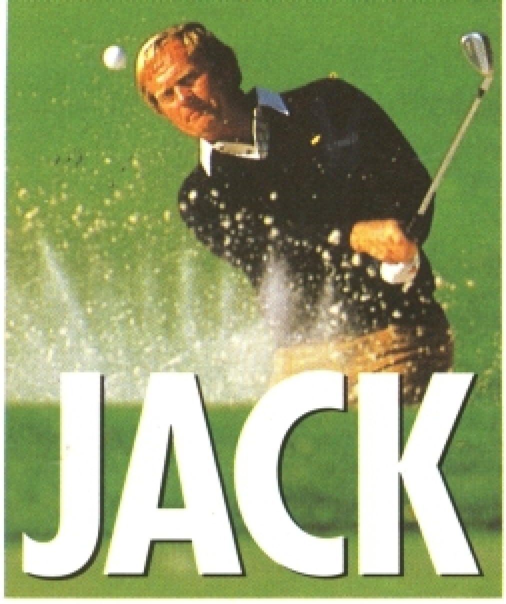
THAT SOUNDS BORING

Boring? Boring? Boring? Er, well, maybe it could be – but not if you've got a rather large wad of your own cash resting on the outcome of the game. Yes, that's right – we're talking gambling. Imagine the scene – you versus a friend. You've each put 180 quid (i.e. 10 quid per hole) into a kitty. The person to sink the ball with the least amount of shots wins the money allocated to a particular hole (i.e. 20 quid – your own tenner back in your pocket and also the 10 quid your mate put down) and so on.

BUT ISN'T GAMBLING ILLEGAL?

No. It's just rather 'naughty'. Anyway, you don't have to put a tenner on each hole. Even 50 pence makes for an exciting game, where you can come out nine quid up (if you win every single hole). Anyway, the Americans play golf in this fashion – it's called a Skin Game. But you don't have to gamble at all: you can always go for the traditional Scottish rules Stroke game (where you play for honour and the hand of a fair maiden or something).

***or maybe not!**



JACK NICKLAUS' GREATEST 18 HOLES

ZERO HERO

AMIGA

Dunc: Now this isn't strictly speaking a new game – it came out last year. However, as the new course disks* have just become available – and seeing as ZERO wasn't around at the original time of release – we're reviewing the game anyway. (Think of it as a cross between a *Déjà Vu* and a proper review.)

The first thing that strikes me about these golf games licensed to famous golfing personalities is the fact that the famous golfing personalities concerned always have a silly nickname. Take Jack Nicklaus for instance. Oh, sorry, did I say Jack Nicklaus? I really meant to say "The Golden Bear". Does Jack look like a bear? No, he doesn't. Have you ever seen a bear with such a ridiculous haircut? Do bears play golf? No, they don't – they appear in Disney films with raccoons. Still, apparently Jack had quite a bit of input into this game and he obviously knows what he's talking about, so we can forgive him.



Why do golfers clench their buttocks?

The brilliant thing about *Greatest 18 Holes* is the front end. You can opt for the traditional Stroke Play or go for Skin Play (*not* playing in the nude – it's the 'gambling' option). You type in how much you want to play for and the computer allocates the cash to the holes. You can choose which tee to play from, depending on how good you think you are. You can choose to be either a beginner or a professional. You can even choose to be a woman (no joke). You can have up to four players, either other humans or automatic computer opponents (who vary in skill, so you can pace yourself when learning).



17 over par on hole 2. Who is this 'Paul'?

Picked your options? Picked a course? (Three courses with the original game and now the three new ones which are even more challenging.) Right, time to play. Oh dear. Hassle, hassle, hassle. You have to wait for a beaming picture of Jack to load in first. Right. Oh. Now a viewed from above map of the course loads in. Ho hum. Bit of a tiddley and useless map actually. Click the mouse to lose that. Oh dear. The picture build up time for the main play screen is pretty slow as well. But when it is all there you really don't care. There are hills, bumps, trees and everything.

To aim where you want to shoot, you drag a little pointer at the top of the screen to the left or right. If you drag it right to the edge of the screen, your viewing angle is shifted around ten degrees or so. Fortunately you don't have to do this very often, as you have to wait for the bloomin' screen to update again.

So now it's off to the power meter (your club is selected for you unless you opted to be a professional). Click, click, click, thwack. Off goes the ball, over the hill and lost from view. Oh dear – a little plume of sand. You're in a bunker. Wait for the screen to update again and you see you're next to the green. With a sand wedge. Aim. Click, click, click. Yaaargh! Cocked it up. Into another bunker. When you do finally make it onto the green it can be murder – there's a 'break meter' telling you the way things are sloping and various shades of green to tell you what's sloping more than what. Add to this the fact that there's a random pin placement (every time you play, the hole is in a different place) and you'll begin to realise that coming in under par can be absolute murder.

Jack Nicklaus' Greatest 18 Holes is full of hassle regarding the speed at which the proceedings chug along (like the real thing really) but for all that, it still really is totally brilliant. Especially playing against another person.

*** *Jack's International Courses* are now available from Accolade on Amiga and PC for £11.99.**

HASSLE FACTOR: 10

You have time to fly to Australia and back while the screens load in. And every five minutes there's a picture of Jack beaming out at you in a half-baked fashion.

WHAT'S WHAT

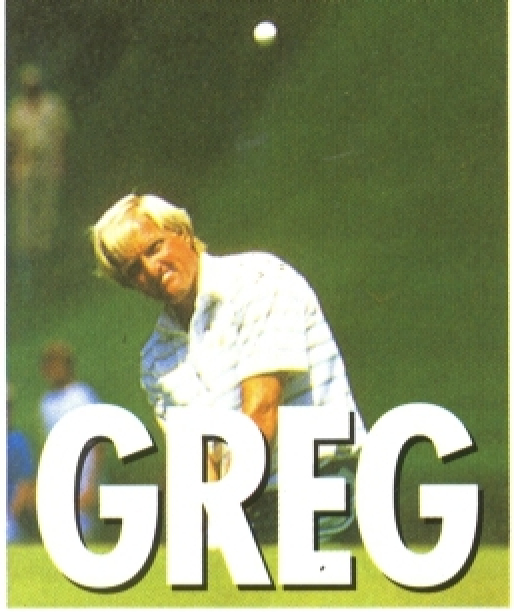
TITLE	Jack Nicklaus' Greatest 18 Holes
PUBLISHER	Accolade
PRICE	£24.95
FORMAT	ST/Amiga/PC
RELEASED	Out now

THE VERDICT

GRAPHICS	85
SOUND	60
ADDICTIVENESS	92
EXECUTION	80

The natural successor to *Leaderboard* (in fact you may as well put *leaderboard* in the cupboard – you won't be playing it anymore).

90



GREG NORMAN'S ULTIMATE GOLF {SHARK ATTACK}

Dunc: Right. Jack's called the Golden Bear. Guess what Greg's called – the clue's in the title. That's right – he's a bleedin' Shark. Why? Oh well, never mind.

The front end offers pretty much what you get in *Jack Nicklaus* – but there's no Skin Game option. If you want to play that way you'll have to use a bit of paper and a pencil. The computer opponents can be tailor made by you – you choose their skills and can even save them into a database. Oh, and there's a weather option which gives random playing conditions, from sunny to rainy (nice one). No hassle getting into the courses either (there are two, with an option to load forthcoming data disks).

Er, wow. Vector lines showing uppies and downies as well as the different shades of green to show the terrain type. The pull down boxes then. There's one to select your club – it also gives you a picture of the type of grass your ball is resting in. There's another that allows you to tweak everything, from putting backspin on the ball to doing curvy banana shots. There's an information box that gives you wind speed, distance to pin and all that sort of stuff, a map box that gives you a full screen overhead map and a play box that, once you're ready to take your shot, puts the power meter and a picture of Greg on-screen. From the map screen, by the way, you can do all sorts of incredibly useful things, such as actually 'walk' around the course, looking at the hole (and anything else) from different angles.

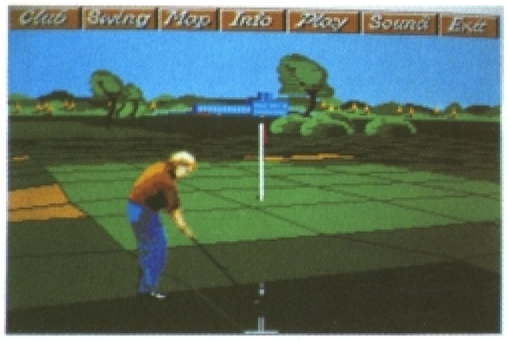
The graphics are far more stylised than those in *Jack Nicklaus* – the trees being reminiscent of the type you might find in a seventies Letraset catalogue. They're rather 'groovy'. There's a great feeling of depth in the game (thanks to the vectors) and it's all very slick. However, I didn't really like the feel of the putting sections very much – the hole sort of feels much closer than it actually is. Apart from that I'd describe the game as exceptional. STOP

HASSLE FACTOR: 0

Fast screen update and no disk swopping (there's only the one so it would be impossible).



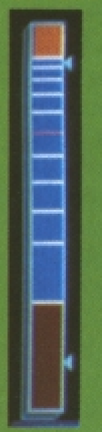
"Back, swing, side, up, down, in, out..." Sounds more like Jane Fonda than Greg Norman.



What do you mean "a putter"? A nine iron should do the trick.

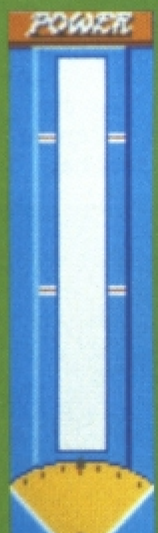
THE POWER METERS

JACK'S POWER METER



(1) Click the mouse to make the bar rise (going into the red gives a mega whack). (2) Click again to make it drop. (3) Click again (exactly at the place where it rose from) to make a full powered straight shot (deviation to either side of the vertical results in varying degrees of hook or slice).

GREG'S POWER METER



(1) Click the mouse to make the bar rise (going right to the top gives a mega whack). (2) Click again and it'll start to drop. (3) This needle will now tick from side to side (like a high speed metronome). You've got about one second to click the mouse while it's pointing directly upwards. Deviation to the right will hook and to the left will slice, like Jack's, to varying degrees.

THE VERDICT

GRAPHICS	91
SOUND	65
ADDICTIVENESS	92
EXECUTION	91

A hi-tech golf game. Great graphics, a nice powermeter and lots of things to piddle about with. But why is Greg called the white shark?

91

WHAT'S WHAT

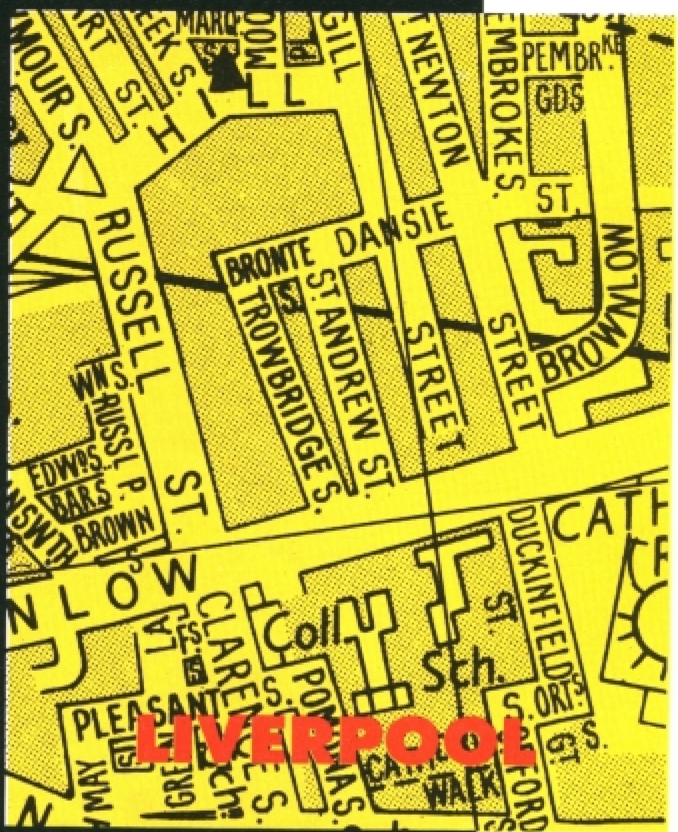
TITLE	Greg Norman's Ultimate Golf
PUBLISHER	Gremlin
PRICE	£24.99
FORMAT	ST/Amiga/PC
RELEASED	Out now

MIDNIGHT RESIST

Ocean is still basking in the glory of its 'Best Software House In The Entire Universe' accolade. But would this glory be quite so bright if it wasn't for developers like Special FX who keep the waters pure? *David McCandless* ferried across the Mersey and wondered whether the gameplay will continue to spring eternal with their latest coin-op conversion *Midnight Resistance*. Piccies by Miles Tudor.



You wouldn't think this was Liverpool. All this pine 'Habitat' decor, squeezed in between aged drunken-sailor type docklands and an Art Nouveau yuppy-peach coloured shopping mall. It's even sunny. But that long grey thing over there, that's the Mersey, those two pinnacles are the real Liverbirds and this is Paul Finnegan, soft-spoken major-domo of Special FX, the fourteen-strong development house. They've been working solidly since Christmas on a fluid coin-op to computer conversion of *Midnight Resistance*, the famous(-ish) arcade shoot 'em up. Now it's reaching those famed "last stages of completion" and cuddling up to a mid-May release date.



Paul Finnegan is the 'mister nice guy' of the software world. In fact on the Saint-Francis-of-Assissi scale of 'niceness' from 1 (very nice indeed) to 10 (a radiant paragon of the holiest virtue) Paul clocks up a good 7.

We sit down in a plush open plan office. 'Open plan' is an understatement – you need a student railcard just to get from desk to desk. "Some offices are like dungeons. I like to think a comfortable atmosphere makes the guys more creative." We eat some tuna sandwiches (or 'butties' as they are known here) then slip from sarnie into serious computer talk. Paul was a founder member of Ocean Software Ltd, one of the brat pack gang-of-four who gave birth to the company back in those early wow-just-look-at-the-Spectrum's-colours days of the home micro industry. And a 'micro' industry it was too – microscopic in fact. Along with David Ward, John Woods and Mike Barnes, the four tentatively built up a reputation with such dubiously entitled games as *Digger Dan*, *Robots* and *Hunchback*.

It was three years ago when Paul splintered away from the main company and conspired with Jonathan Smith (programmer par excellence) to form Special FX.

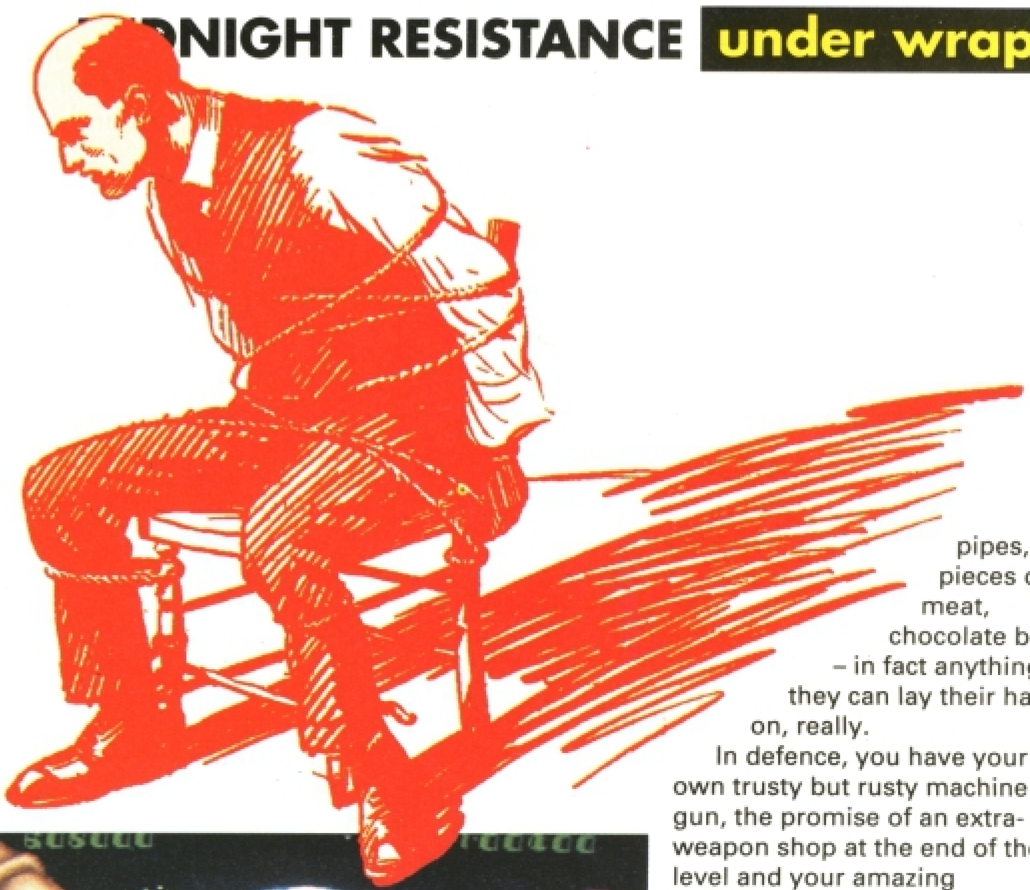
Now after a spate of



The two rather-malformed Khaki brothers posing for PR shots.



Here's part of level one in its raw form, lodged into Chaz Davies's map editor.



STANCE

film conversions (well two actually), they've settled down comfortably to a good relationship with Ocean and this new arcade conversion.

THE PLOT

Midnight Resistance is the coin-op sequel to *Ikari Warriors*. In the first one, the brothers Khaki launched a two man crusade against the evil (heavily armed) cohorts of a power-mad South American dictator. But, nowadays, after Eastern Bloc peoples' revolutions and the US of A's stomping all over General Noriega, the world's running a bit short of megalomaniacs and dictators to launch any two-men crusades against. So Khaki Bros (plc) have toned down their operations, amusing themselves with sweeping pincer-movement assassination attempts on dog-owners who let their pooch crap on the pavement.

But then, joy of joys, a mad scientist is kidnapped by gangster thugs. We need your help, Khaki brothers, we need you to re-enact your amazing victory in *Ikari Warriors*.

"Get lost! Leave the fruitbat to the gangsters."

But there's a huge wad in it for you.

"Naaah, we're not interested. We've got a mission to rocket-launch some kid who puts too much peanut-butter on his toast this afternoon."

But his lovely (38-24-36) daughter has been kidnapped as well.

"Wahay! We're on our way!"



Here's a sneak preview of the arcade end-scrap, between you and a gigantic floating head. The computer version is promised to have sprites "just as big".

KHAKI BROTHERS

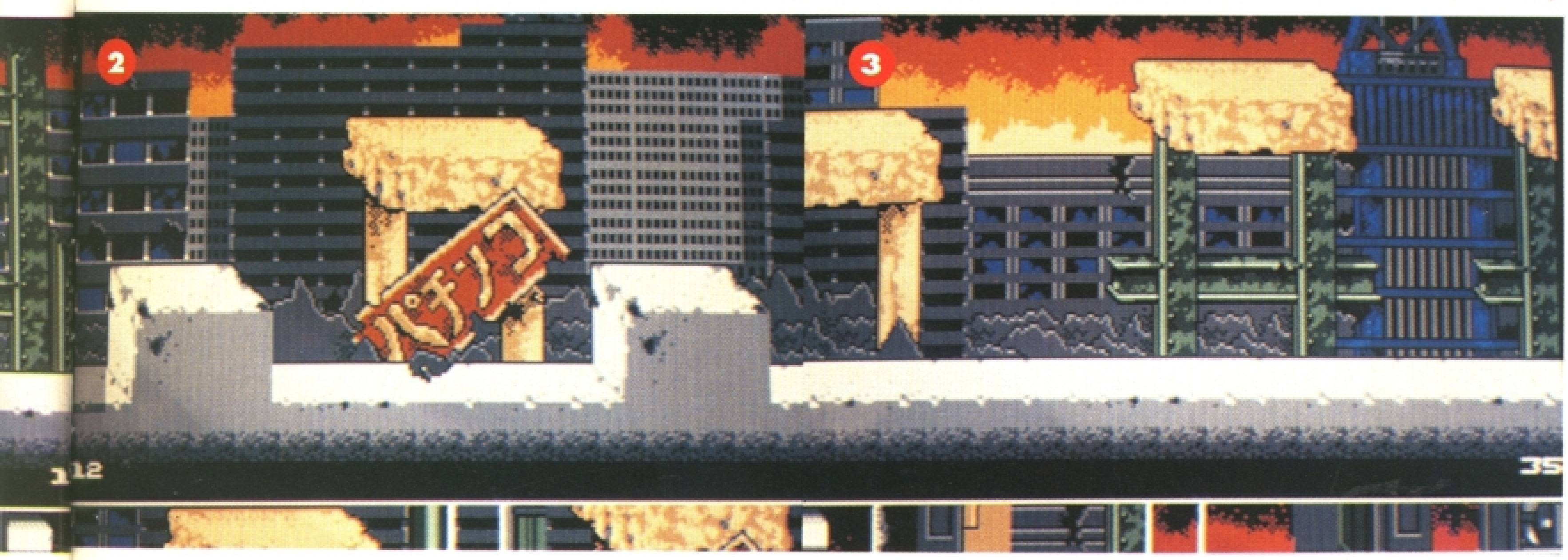
So off you go, you and your brother, across an unfolding city landscape, leading through tunnels and catacombs, forests and mountain passes, right deep into gangster country. The thugs, alerted to your presence, assail you continuously with bullets, knives, traps, mortars, flame throwers, bits of rock, dead bodies, car exhaust pipes, pieces of meat, chocolate bars – in fact anything they can lay their hands on, really.

In defence, you have your own trusty but rusty machine gun, the promise of an extra-weapon shop at the end of the level and your amazing suppleness of body. Yes, you have certainly been watching the Jane Fonda work-out videos on fast forward. You can now perform physical impossibilities that would even make Madame Slinky the contortionist's eyes water. For instance, not only can you run and fire, you can scale ladders and fire, crawl, duck and jump (and fire) and even play *Stairway To Heaven* on the guitar and fire.

This amazing elasticity combined with the armoury of ballistic goodies at your disposal makes you into one of the toughest, ruggedest, trigger-happy session musicians around.

THE LEVELS

You need to master all these if you have any firm aims on reaching the ninth and last level and rescuing the curvy dream-babe tied up there. Oh yeah and the mad prof. The first level is cross-country, or rather cross-city, with you sprinting across a decrepit urban landscape of cranes and construction sites. A continuous supply



of soldiers and thugs and big horrible men deluge the screen. Your target is an old factory wherein lies the entrance to the second level. And if you thought the big horrible blokes were bad, wait until you get an eyeful of the titanic tank.

Following the route of level two, you delve underground into a huge subterranean consumer-market complex of cogs and conveyor belts and packaging machines. No one's quite sure what's being made in this factory but by the looks of the huge tanks and exploding platforms, I'd guess it wasn't inflatable gorillas.

THE JUNGLE

By means of contrast, level thr all oompah-loompahs, bongo drums and leopard skin outfits. . huge tree is beckoning from the centre of the forest but hundreds of spinning blades, tanks and thugs are floating about saying, "You try climb that tree and we gonna break yo' ass." The sole route up the tree (aside from shinnying up 400ft of bark) is via a series of open-plan lifts. 'Open plan' equals 'empty-head' in this game, since they leave you open to attacks from jet-packing marks-men and those anti-social, spinning blade contraptions. Add the fact that a huge mechanical eye is waiting with acidic tear-ducts at the tip of the tree and you have a 'difficult' level.

But poke this eye in the eye and stage four will begin with a rope bridge journey across to the mountain. This bit's not unlike a certain *Indiana Jones* sequence, except in this one you don't have a lot of wide-eyed bald men saying, "Give us the magic stone of Kalijumba back Mr Jones or we will kill this annoying Korean boy."

No, waterfalls and tanks are the hazards here and reaching the mountains is your aim. But when you reach the end and stand there, triumphantly silhouetted against the sunset – watch out! Those humming pixels in the background are about to turn into huge, half-screen bomb-dropping plane sprites. Aaarrghhhh!

From now on, the details of further levels become hazier. All I could coax from the programmer's cagey memory is that you once more venture underground and confront large helicopters, up and down shafts, huge brains, caterpillar worms and there's a guest appearance from the rotating blade thingies.

SIDE BY SIDE

Tiptoe through the tulips with the Khaki Brothers. The design is taken directly from the arcade, by simply having the monitors side by side on the table. Mass destruction is pretty much the same either way...

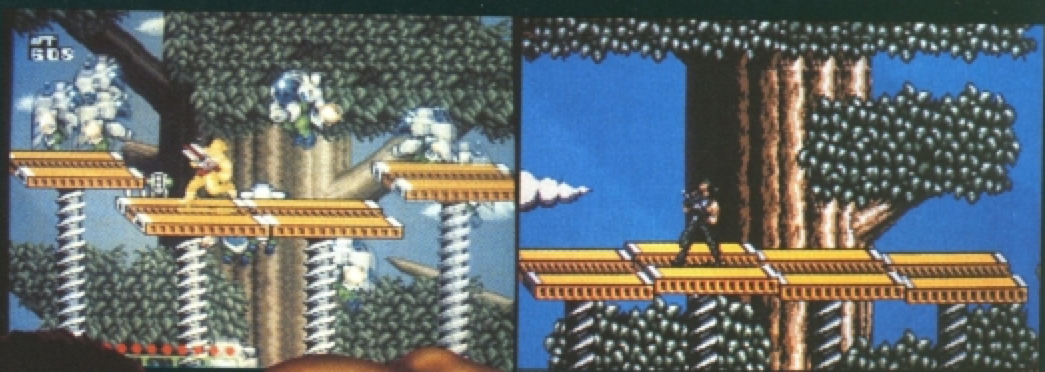
ARCADE SHOTS | **COMPUTER SHOTS**



This is the destitute, decrepit, disgusting city that is the backdrop for the middle of level one. The old *Double Dragon* forced perspective is making a come-back as you can see – and rumours that Sir Robert McAlpine (Jnr) had a hand in the architectural design of this apocalypse are completely true.



If you thought a stroll in the countryside was all teddy-bears' picnics, Amos Brearly and cow dung then you obviously haven't been rambling with the Khaki brothers. Jetpacking adversaries, high powered photon charge cannons and 12 degree slopes are the Sunday afternoon fare for these guys.

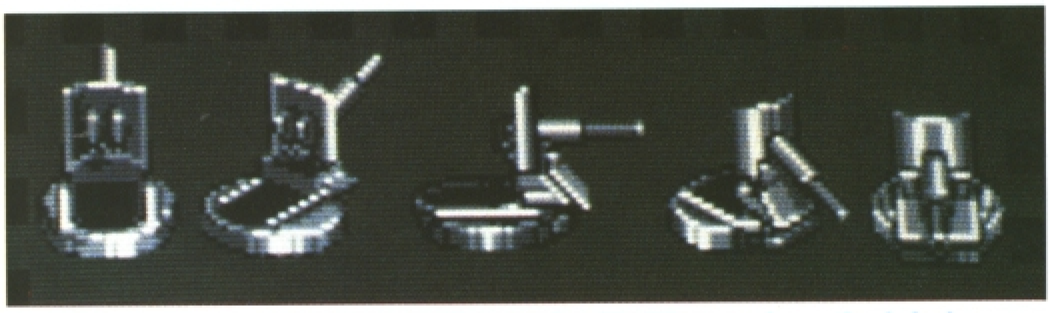


Once you've been down to the woods, it's off up the Banyan tree, via four mechanical elevating platforms. Not a lot of 'cover' here from marauding jetpackers and if you thought reaching the top was simply "Ping! This is your floor, sir" grab a goggle of the huge nasty who's squatting in wait.



JANE FONDA'S WORK-OUT

OK everybody, headbands at the ready, frown, 2, 3, 4, arm out like a teapot handle, lovely, pull trigger, 2, 3, 4, erm... Oh dear. You've just shot me. Be a darling and call the paramedics would you?



Karen Davies artworks on Degas Elite on the ST. "You work on the inferior machine so you only have to touch up the colours for the Amiga. If you designed on the Amiga you'd have to tone down the colours for the ST."

THE PROGRAMMERS

Ace programmers rarely make their TV screen debuts as teenage film star idols. They're usually rather shy, circumspect types, not given to appearances on *Wogan* or one of the walk-on guest star parts in *The Invaders*. But Jonathan 'Joffa' Smith's career was well and truly pencilled in when he was caught on camera show-casing his first game *Pud Pud* to the Ocean hierarchy during a documentary about the growing software industry. Wasn't it a bit 'nerve-wracking'?

"Yeah. I turned up on the day – I was only seventeen at the time – and then I spotted that there were all these cameras about. I had try to act naturally and talk to Paul Finnegan and David Ward about the game."

The good thing about starting young and having talent is that you get better quickly and also get richer quickly, especially if your output has been as prolific as Jonathan's. *Pud Pud* was first ("a kind of pacman game with platforms") followed by the um, rather bad *Kong Strikes Back*. After this little lapse, Joffa's reputation was soon restored when he turned out *Hypersports*, a sociable little sports sim, which went on to steal the show from the 'lovely' Debbie Greenwood in the TV quiz game, *First Class*.

After that came the extremely anti-soviet *Green Beret* (which went under the working titles of *Let's Bash Those Commie Gits* and *Wow What Well Endowed Men The British Army Has*) followed by *Mikie* and *Cobra*. Then he and Paul departed from Ocean's shores and started their own company on the back of *Hysteria* for Software Projects. The next release was the very esoteric but very warmly received *Firefly*, followed by *Batman – The Caped Crusader*. The 16-bit market was beginning to bulge by now and Joffa decided to say "Cheerio" to his Spectrum and 'went' ST.

Was it sad to leave behind the Spectrum, a cuddly machine that had served you so well over the years?

"No."

His first attempt was *Red Heat* which was low on sales, low on gameplay and high on criticism. But then came *The Untouchables* which was greeted by wide grins and sore joystick hands all over the country.

And now there's *Midnight Resistance* which has Jonathan programming the ST, Ian Moran on the Amiga and Karen Davies and Chaz Davies on the graphics.

"It seems to be quite a good two player game and it seems quite similar to *Green Beret*."

My bloodthirsty mind leaps on this. You mean you murder huge chunks of the Russian militia in it? You blow communist installations into smithereens? You exterminate loads of...

"No, it's similar in gameplay."

Ah. Well, there must be some Soviets in it surely. In fact, the plot to kidnap the scientist has been orchestrated by the KGB hasn't it?

"No! They're no Russians in it."

Damn. Are there any differences between the ST and Amiga versions? Like, is one more Russian that the other?

"Yes, there are a lot of differences," Ian comments smugly. "For a start, the ST version doesn't scroll left and right *(contemptuous laugh)* – it pages the screen because it can't handle the scrolling. Hah. And also, due to memory requirements there's no two player option on the ST. There are also going to be animated stationary objects on the Amiga."

And once *Midnight Resistance* is in the 'bag' what are the plans for the future?

"A holiday."

In the Caribbean with lots of tanned females with curves you thought could only exist in geometry books following you around with big coconuts saying "Halohah" a lot?

"Yep. That's the one."

I thought as much. STOP

WHAT'S WHAT

TITLE	Midnight Resistance
PUBLISHER	Ocean
PRICE	To be announced
FORMAT	ST/Amiga
RELEASED	To be announced

SPECIAL FX

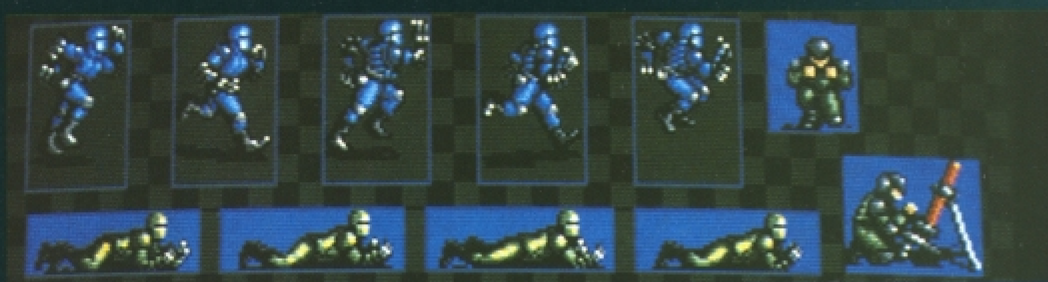
The Liverpool programming posse, captured on Candid Camera



The Special FX team: (from left to right): Colin Porch, Ian Moran, Keith Tinman, Robby Tinman (sitting), Colin Rushby, Joffa Smith, Ivan Davies, Karen Davies, Paul Finnegan, Chaz Davies (sitting), James Bagley.



Keith Tinman, the musician behind *Midnight Resistance* (and *Cabal* and *The Untouchables* and...) hard at 'work' playing Van Halen's "Jump". Do you have treble clefs? "No, a double scotch is more my tipple."



Our heroes are so teeth-grindingly agile that they'd make the Rubber Man reconsider that advertising contract with Durex. A total of 64 frames make our brawny blokes, while the enemy have to make do with a humble 32.

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Without doubt the best of the soccer action games" Amiga User International 88%

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You decide the play and enjoy the victories and suffer the defeats...

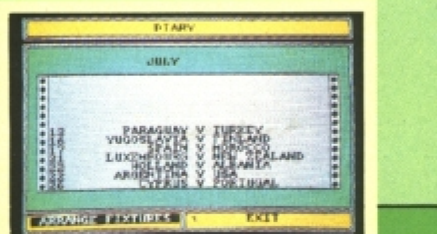
Play defense, attacking or man to man marking
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The ultimate management game" Ace Rated 929

"Easily the best of its type" Zzap 64 89%

"The best ever managerial game" Sinclair User Classic 93%



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ZERO reviews

CRITICS' CORNER

Combat Zone. You must have heard of it. It's one of those places where gung-ho people go to shoot one another with air-rifles (using pellets filled with paint). Well, your fearless (but rather useless) ZERO review team has just taken part in one of these games. Here's how they got on...



Tim 'Demon Drummer' Ponting: Tim turned up dressed in a US cavalry uniform with a giant red and white tin drum draped across his sternum. "If you want to win this type of war, you have to march into battle to the sound of a beating drum. It scares the enemy and gives your side an advantage, you see!" he said, rapping out a few paradiddles (thereby giving away his whereabouts). Three and a quarter seconds later Tim was covered in red paint. Our drummer was dead. (Well, not actually 'dead', but you know what we mean.)



David Wilson: "Oh no! We're a man down, and we haven't even started yet!" yelled David, lying prone in some long grass, his face covered in camouflage paint, "What we need is some kind of battle vehicle – my lovely Triumph Herald for instance." So, crawling on his belly and keeping his head well down, David headed for the car park and his shiny red convertible car. The problem was that the car park was nearly half a mile away – and at a speed of under one mile per hour, would David return before the rest of the team were wiped out?*



Duncan MacDonald: Dozy Dunc was obviously not going to be much use, because he'd forgotten to bring a gun. He whined and whinged and moaned and asked everyone if he could borrow theirs for a few minutes, but to no avail. He eventually came to the conclusion that he had two choices. He could either offer himself as a sacrifice by running straight into the enemy camp, thereby diverting the opposing team's attention from the rest of his ZERO chums – or he could go home. He went home.



Lord Paul Lakin: Or Lord Flags, as we all like to think of him (because of his deep interest in vexillology). The Oxford *and* Cambridge educated member of the ZERO team was obviously going to be quite good at this game: being so over-educated that he could remember over 30,000 battle strategies from 40 different historical wars. He surveyed the terrain and then explained his plan. "We run away." The other members of the team didn't concur. "Okay then," said Lord Flags, "You go for it and I'll stay here and guard the, erm, flag."



Sean "Iron Legs" Kelly: "Chaaarrrgggeee!" screamed Sean, firing two guns simultaneously and running in totally the wrong direction. "Yaaargggghhh!" yelled Lord Flags, slumping to the ground in a pool of paint as Sean's magazine emptied into his stomach. "Yaaarrrrgghhhh!" echoed Sean, also falling to the ground in a pool of paint as Lord Flags ruthlessly returned fire. And so it came to be that there was only one man left. Fortunately, it was none other than the 'expert' – young McVicca himself.

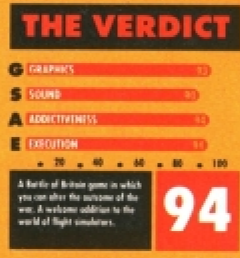


David "McVicca" McCandless: David was in his element, but his gun looked a trifle different to everyone else's. It was a Kalashnikov. No cry-baby paint pellets for violent criminal offender McVicca – no siree... his ammunition belt was chock full of dum-dum bullets and nerve gas grenades. Pulling the pin from one of the grenades, David took aim and counted to five. Unfortunately the timer on these particular grenades was triggered to go off after four. The nerve gas worked quickly. The ZERO team had lost.

***No. He wouldn't.**

WHAT'S WHAT

Not *still* foxed by our simple yet impeccable scoring system? Oh alright, you can have another chance.



Games are marked out of 100 on four criteria; **Graphics, Sound, Addictiveness** and **Execution**. The first three are fairly self-explanatory but Execution may need a bit of illumination. Is there anything amazing about the scrolling for instance? Are all the sections of the game neatly tied together, showing a lot of care and thought on the part of the programmers? If so **Execution** will score well here. If you can't be bothered with all that then the **Overall Mark** gives you an at a glance summary. Now if we've said it once we've said it a thousand times... this mark is not an average of the other scores. Got that?

A game scoring 90 or above in the non-average Overall Mark department gets the much sought after **ZERO HERO** award (which is a flash way of saying 'buy it'.) Separate from the other scores (but not unconnected to them) is the **HASSLE FACTOR**. Are there 400 disk changes every pico second? Do you have to go through a boring title sequence before restarting? Things like that score here and they're marked out of 10.

Each review also contains a **WHAT'S WHAT** box which is basically a box which tells you... er what's what in relation to price format and release date.

Well that's that for the main reviews but let's not forget the others. Firstly there's the section called **SHORTS** which is just that: short. It's a column devoted to a sprint through the best of the rest. Then there's the **DÉJÀ VU** section. Here you'll get reviews of new releases which aren't actually new at all (because they're already available on other formats). The **PRICE IS RIGHT** section is where you'll find the budget games reviewed. They only get an overall score because they're um... well rather cheap actually.

ELVIRA

MISTRESS OF THE DARK



***Elvira, Mistress Of The Dark*, the spanking new offering from Horrorsoft, is a game with bosoms in it. Some rather large bosoms to be precise and lots of them. And as well as bosoms, there's a lot of blood and gore and that sort of stuff. We thought we'd get *Duncan MacDonald* to take a peek at it, but first we had to drag him away from this month's copy of *Playboy*.**

1 The player's attribute values. Strength, Toughness, Dexterity, Skill, Intelligence, Lifeforce and Experience. They're all there. Unfortunately the numbers corresponding to each one are rather puny at the beginning of the game – so it's up to you to make them bigger. Maybe talking Elvira into going to bed with you would help? Who knows.

2 Fans of *Dungeon Master* might say "Hey, I bet this is a bit like *Dungeon Master*!" And they'd be a bit right. You use the arrow keys to move forward, turn left and right etc. This allows you to travel through the many locations. If you're facing forward and there's a door to your right, the right arrow will be illuminated so there's no need to constantly turn around to check for entrances and exits.

ZERO HERO

Extremely long silence. Boo! There, scared you. Well, actually we probably didn't, because these things don't work very well in print – but it was worth a try, wasn't it? *(Not really. Ed.)* Okay, hands up who doesn't know who Elvira is? Come on, there's got to be at least one delicate poetry-writing flower who's never heard of her. Well, for your benefit Elvira is rather 'hot' property in the States, where she soared to stardom in the early eighties while hosting *Movie Macabre*, a Los Angeles TV show which aired clips of B-film horror classics. Now she's made a film and is becoming big in this country. She's a vamp. A sort of follow on from Morticia Addams *(The Addams Family)* and, erm, whatever the equivalent woman was called in *The Munsters*. Hilda Munster? Can't remember, but you probably know who we mean. Another important thing about Elvira is that she's got rather a large pair of bazookas, which are thankfully not hidden away from view behind a sensible grey woollen jersey and a zipped up Parka. No indeed. Elvira's bosoms are there to be surveyed, which is just what Horrorsoft did. For quite a while probably. Then they got around to writing the game.

WHAT'S WHAT

TITLE	Elvira
PUBLISHER	Horrorsoft
PRICE	£29.99/£29.99/£34.99
FORMAT	ST/Amiga/PC
RELEASED	Out now

Ah, the game. Right, well there's actually quite a lot of blurb to get through, but it's not mindless 'monsters from the planet Blurg are trying to kill slightly different monsters from the planet Blorb' nonsense and it's sort of slightly important to set the scene for the start of the game. Here goes...

You are a Ghostbuster. Well, actually you're not – you're just pretending to be one because there's a lot of money to be made in this particular trade at the moment. It's very 'chic' to have a ghost in the house within society circles, you see and so people like yourself (ie scurrilous con-men) advertise their services and rake in vast amounts of dosh from the rich and

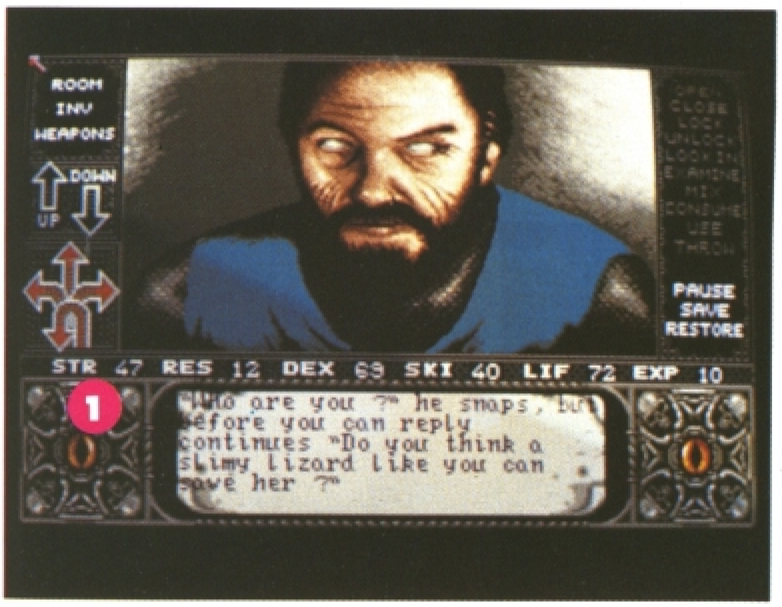


Elvira likes a bit of *meat* in her stew.

famous – who simply want to tell their friends at dinner parties that "Oh yes, but of course we've got a Ghostbuster in at the moment." So that's the story. You're 'the man who does', except in reality you're 'the man who can't but who pretends that he can and hasn't been caught out yet'. You're the cowboy builder of the spectral world.

Elvira spots your advert in *Broomsticks Weekly* and hires you to clean up her own particular spooky mess. Unfortunately for you she really is in a spooky mess – a spooky mess of the highest order. Elvira's moved into a castle you see, a castle that she's hoping to turn into a tourist attraction by running "Horror Weekends" for paying guests.







But due to minor renovations to the property, the ghost of her dead relative, Queen Emelda, has been aroused. A portal has opened into the underworld in the catacombs of the castle and all sorts of nastiness is gushing forth.

It's worth knowing a little bit about Queen Emelda at this point. Um, well, she died quite a few hundred years ago, so she probably smells a bit by now, but she was an evil sorceress who took part in devil worship and various other satanic activities. She gave her soul to the Devil (he didn't want the cod, haw haw), so that he'd make her immortal. However, Devils being what they are, he didn't quite play the game the way she intended him to. What he did was to bung a chest somewhere in the castle which contained The Scroll Of Spiritual Mastery, a rather important document which Emelda would need to control all the minions of Hades and ultimately the world. The chest was locked with six keys which the Devil then gave to Emelda. Before she popped her clogs, Emelda gave each of the six keys to her most loyal servants, promising that they'd rejoin her in her 'future life' if they protected them even into death itself.

And now we're back to the present day again. Loads of spook stuff is starting to happen. Things are creaking, whining and going bump in the night. Emelda and her minions are starting to wake up after their long rest. You've got to do something about it. Essentially you've got to locate the six keys and open the chest. (Oh and do battle with about eight billion scary ghost type thingies and solve some rather tricky puzzles.)




Elvira's bosom buddy. It's a dog's life.

Elvira, Mistress Of The Dark is not only a very big game (with more locations than you could shake 18 extremely pathetic breast gags at) but it's also rather diverse in scenery. There's the castle of course with all sorts of different rooms. Then there's the courtyard, the gardens, the maze (yup, like Hampton Court or somewhere – a real hedge maze), the dungeons and loads more. And there's so much to do, from the exploring and the fighting to the puzzle element and the use of magic spells. (You get a spell book with the packaging so you know what herbs do what.) The graphics range from beautifully detailed static shots to excellent animated sequences – you can interact with them all. The sound is as brilliant as the graphics, with samples of just about anything you can imagine – from whooshes and the clang of steel in the fighting sequences to the sound of a hawk ripping your eyes out. A little 'plus' for Amiga owners is the continuous and atmospheric four channel music – different scores for different locations.

review ELVIRA, MISTRESS OF THE DARK



Fwooooaaar!!! Woooaaar... look at that dog... Yeah, look at that dog... Poodle's alright though... yeah, poodle's alright...

Dunc: Mustn't mention bosoms. Mustn't mention bosoms. Mustn't mention bosoms. Mustn't mention bosoms. Phew, right I think I've managed to get that into my head. I mustn't make any cheap sexist references to breasts. This is meant to be a computer magazine – not a copy of *Fiesta* or something (mind you, I bet you felt like it was when you bought this particular copy. What a cover, eh? Phrooooo!! Sex *and* violence!! And what with computer mags always getting stocked next to or underneath the porno stuff I'll hazard a guess that you were a tad embarrassed standing in line at the counter. Bet you rolled your copy up.

Anyway, there'll be no further remarks about boobs. Rest assured. Elvira, Elvira, Elvira. Cor, she's quite tasty really – you have to admit it. She's much sexier than, say, Gail from *Coronation Street*. Imagine if they'd secured the licence for her instead of Elvira. "Gail Tilsley, Mistress Of The Dark." Definitely wouldn't have been a seller. Horrorsoft were very wise to do it the way they did.

Now, when I see a 'licence game' like this, I always have reservations – and this time was no exception. I was expecting some sort of rush-job with not much gameplay and loads of tackiness – basically I was expecting it to be a crap game with loads of ™'s all over the packaging. I have to say that I've never been more wrong in my life (except for the time I stupidly... oh, it doesn't matter). *Elvira, Mistress Of The Dark* is brilliant stuff. To sum it up really quickly, I'd say it's *Dungeon Master* with much, much better graphics and a really tough 'adventure' aspect. Like *Dungeon Master* you move from location to location hoping there's nothing around the corner (except you are sort of hoping that there will be something round the corner because you want a fight). Like *Dungeon Master* there are spells to be made (although in *Elvira* the spell system is far more comprehensive). And like *Dungeon Master* you very often need to run away.

Unlike *Dungeon Master*, the graphics are varied and brilliantly detailed. Loads of 'man years' have gone into the visuals and it shows. It's excellent that after exploring inside the castle you can go outside and roam around in the gardens or take a trip into the maze or wherever. You can walk along the castle walls too and you get the panoramic views of the surrounding countryside.

For anyone who's been living in a cave for the past two years, and doesn't know what *Dungeon Master* is like, I'd better add that these aren't vector graphics that you can *actually* move around in – they're static shots that update in such a way that you *feel* as if you're actually moving around in them. You can interact though. All objects can be manipulated and examined – and there are also loads of preset animated routines: do something one way and you get one set, do it another and you get something else.

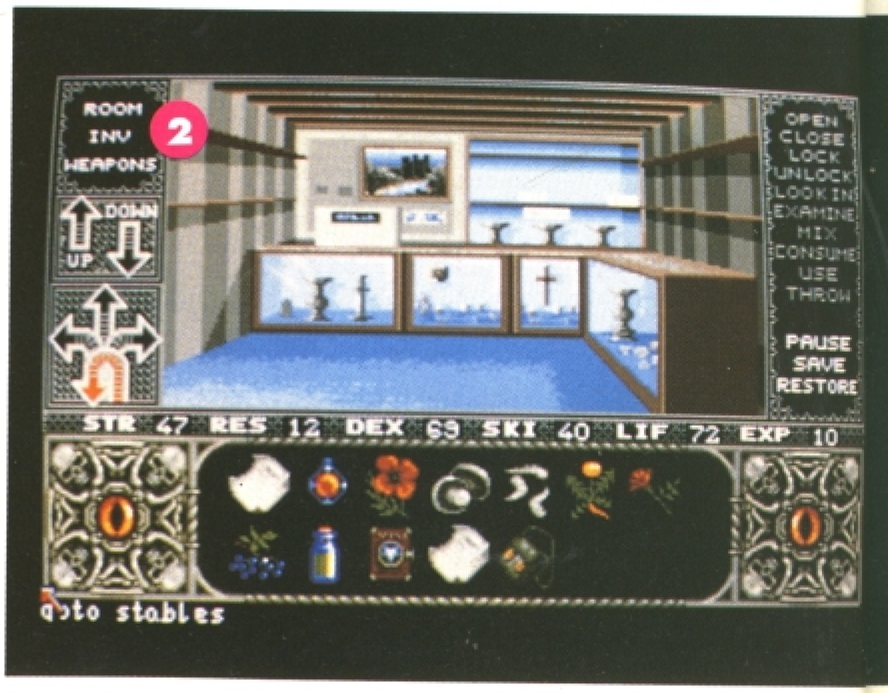
There is something that you should be warned about though and this is the aforementioned adventure aspect. If you're a hardened adventurer (or even an amateur adventurer) then there's no need to worry – but if you're that other breed (ie a useless adventurer, like me) then you'll quite soon be scouring numerous magazines' hints and tips pages for solutions. *(You mean scouring copies of ZERO. Ed.)* There's a way of doing things in this game, and if you don't do things in the right order then you're going to be (not to put too fine a point on it) buggered – some of the problems are harder than you could ever imagine .

HASSLE FACTOR: 5
Five disks on the ST (three on the Amiga) but those graphics and samples have to get into the memory somehow.



I'd do anything to get out of here!







ELVIRA'S KEY POINTS

1 The main graphics window. Your view of the outside world. Look – we're in a herb garden. What lovely flowering herbs they are. And they've got their uses too – you can also mix them together to make magic potions and things. Well, actually you can't mix them yourself (being a bit useless) – you have to get Elvira to do it for you, but she's a game old trout. (A game old trout with absolutely ginormous fun-bags, that is.)

2 Here's the box that lets you choose your weapon (loads of different ones scattered about the castle and its gardens). From here you can also scroll through your inventory to see what you've got. If you're in a room and you see something you'd like you can literally pick it up and drop it into the inventory box. Almost every item in the game is pick-uppable: in the kitchen for instance there's a cabinet full of saucepans and things. You can have them all, if you so desire.

3 The object control icons. Moving your cursor arrow here and clicking on the mouse button does things such as TAKE, DROP, EXAMINE and stuff. It all works the same way as in Cinemaware games – click on examine and then point at an item in the main graphic window for a message to pop up in the inventory display. Pointing your arrow at Elvira's inviting cleavage and clicking on EXAMINE might reveal a message which reads "A rather large pair of tits." You get the idea.

4 More object control icons. These are used in the fighting scenes and the object controlled is whatever weapon has been selected. Turn a corner of the castle and you could be confronted by a large sword wielding knight. Oh dear, he's about to strike a blow – don't you think it's about time to click on either the block or parry icons? Yurk – copped a slicer to the sternum. A quick lunge or hack with the non-stick milk pan might be a good idea as a retort. Then again maybe the broadsword. No, I know, I'll use the Blankety Blank cheque book and pen.

Oh, I forgot to mention the blood. Is there space? *(Just about. Ed.)* There are absolutely loads of gruesome bits in the game, you see. In the fight scenes you cut off peoples' arms and blood squirts out. If you yourself get hacked, blood squirts out of you. There's a scene where your head gets hacked off, and another where your eyes get ripped out of their sockets. I could go on all day, but I don't want to spoil things for you.

Oh, and of course, there are the tits. I said earlier on that I wouldn't mention them, didn't I? Well, I was lying. There are sultry maidens patrolling the castle with their knockers hanging out all over the place. (The trouble is that you have to kill them.) Quite what Anna Raeburn will make of it all I shudder to think.

Elvira, Mistress Of The Dark, all in all, is a corker of a game. All the elements of the game slot together neatly to produce something that's even greater than the sum of its parts. There's the map 'em-up, the hack 'em-up, the think 'em-up, the magic' em-up and the "quick, run away, there's something around the corner 'em-up." And, to say it again, the graphics are a real treat. Yes. I like this game a lot – and I'm not even an adventurer. Just don't let Mary Whitehouse ever see it – it'll probably do her in. *(Let her see it then – quick. Ed.)*



THE VERDICT

G	GRAPHICS	94
S	SOUND	93
A	ADDICTIVENESS	93
E	EXECUTION	93

• 20 • 40 • 60 • 80 • 100

A wicked (in both senses of the word) role playing game, with outstanding graphics and great sound. There's something for everyone. (Like bosoms).

93





FINAL COMMAND

Teresa Maughan eagerly looked forward to a French romp with an astronaut – and she wasn't disappointed.



Let's face it the French are a trifle strange, what with their penchant for slimy molluscs á la garlic, their prediliction for Charles Aznavour's haemaphrodite carryings on and their preference for really weird computer games. And UbiSoft's _Final Command_ must rate at least 88 on the ZERO Weird-ometer, if only for the scenario! The plot is very... er spooky. After many years of a raging Third World War space travel is discovered and so the governments sign a peace treaty with the specific aim of conquering space together. To mark the occasion they begin a new calender from the year 2025 called the Federal Calender.

A mere 135 years later they have entered into a cold war with the Horgants – intelligent interspace travellers who are on a mission to conquer the universe. However the Federation selects a group of scholars to work on the teletransporting of matter and sends them to work in a secret station, Junar G1 on the planet Ipsos III. They plan to use this ability to kill the Horgants. But there's trouble at mill and



Junar 1 is destroyed along with many of the scholars so Junar II is constructed – all goes well until communication from the new station ceases. It is up to you, Agent Y G 30, to discover what happened to Ipsos III and to save the data banks containing information on teletransportation. Sacré bleu!

WHAT'S WHAT	
TITLE	Final Command
PUBLISHER	UbiSoft
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	Out now

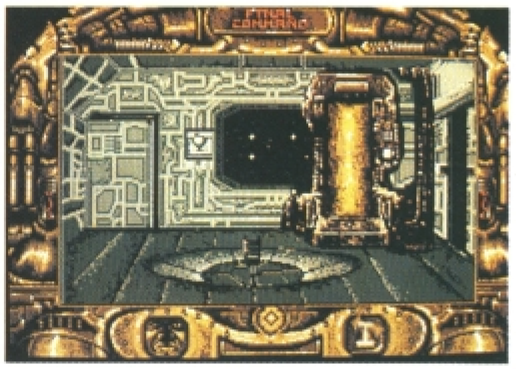


There seems to be a little problem with your Poll Tax registration!

ST

Teresa: The first thing to say about _Final Command_ is that it's hard – very hard. Not the sort of game that would appeal to _Baywatch_ addicts but I found it stimulating and utterly addictive. None of the ZERO team could even get out of the first location and it took a great brain like mine over half an hour to figure it out!

The graphics are superb – very detailed which is a bit of luck since you spend a lot of time admiring them. By moving your cursor around the screen you can explore the location and examine objects, some of which can be picked up and added to your inventory, which at the beginning of the game consists of a laser, mini-computer and a telepathic headset.



The first screen is on the flight deck of the Centaure where you discover a dead body, a teletransporter, a couple of identification cards and a special pass. You can use these items by clicking on inventory, then scrolling through to find the object you want and then clicking on 'Use'. In fact I found this method of control a tad irritating as it interfered with my gameplay.

After discovering how to leave the first screen (find that one out for yourselves) I got as far as the teletransporter to discover I didn't have the code. And that means – skeletons in space, the final frontier or curtains to you matey!

Six hours later I managed a successful transportation. I bade farewell to this lonely planet as a bunch of aliens brainbleached me with a surge of telepathic energy. And then there were the force fields to contend with. Not to mention the Horgants' reactor.

Every room or location contains billions of items to look at – some useful, some critical and some a herring rouge. One location can keep you busy for weeks and there are hundreds, each one graphically excellent. The sound effects were pretty good too – all adding to the general ambience of the space adventure.

Having said all that _Final Command_ lacks logic and can be more than a little frustrating. After sussing out how to turn on the energy I still couldn't use the computer and there seemed to me to be no other clue as to what I was doing wrong. Another irritating feature is the way that you enter a location only to die immediately without any chance of doing anything about your unfortunate demise.

However if you're an ardent adventurer, _Final Command_ really is a an arcade adventure that's beautiful to behold and would tax even the leetle grey cells of the master of intrigue himself, Hercule Poirot. Even if he is from Belgium!

GRAPHICS 92	ADDICTIVENESS 84	OVERALL 85
SOUND 80	EXECUTION 81	


STAMPEDE
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BY MICROSTATUS
NON STOP ACTION

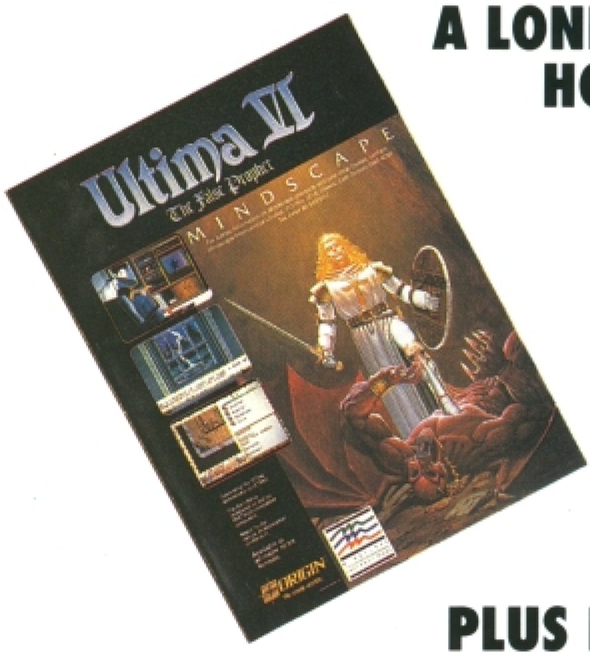
COMPO



IT'S A SCREAM

WIN WIN WIN

A VISIT TO THE *LONDON DUNGEON* AND A NIGHT IN A LONDON HOTEL



PLUS FIVE LIMITED EDITION COPIES OF *ULTIMA VI* (NOT AVAILABLE IN THE UK)



"I'd never have believed a day out at the London Dungeon could be such fun."

A KING'S RANSOM

Ever fancied being strapped to a chair and having hot pokers applied to your toe nails? You have? Well here's your chance. To celebrate the arrival of *Ultima VI* Mindscape are offering a trip to hell. The lucky (and brave) winner of this compo will get a day out for two at The London Dungeon, a museum of medieval torture, horror and British Rail Sandwiches. Well perhaps not the sandwiches but all your other nightmares are certainly there waiting to jitter your chainmail... ooer. Travel costs and an overnight stay in a London hotel are all included in this rather chilling prize.

Five lucky runners-up will lay their sweaty hands on a special limited edition of *Ultima VI*. Unavailable in the UK and selling for $99 in the US, this version includes a number of goodies and is signed by the programmers including Lord British himself. Coo.

YOU'LL NEVER MAKE ME TALK

You've just landed a job in the dungeon as Chief Torturer's Apprentice. If you don't make a good impression then you might never need a pair of nail clippers again. Your boss sends you to get an Iron Maiden. Panic. What's one of those? Quickly look at the list below and decide what it is your boss wants. Write the correct description on the form below and send it to **Not That Comfy Chair Joke Again, ZERO Compos, PO Box 1509, Enfield, Middlesex, EN1 1LQ.**

- **A small metal clamp for breaking fingers**
- **A type of coffin lined with nails**
- **A chastity belt**
- **A medieval version of an inflatable woman**

DUNGEON COMPO

The sort of Iron Maiden I'd find in a Medieval dungeon would be:

____

NAME ______________________________

ADDRESS ______________________________

____

______________ **POST CODE** ______________

My computer is... ○ ○ ○

RULES

- Employees of Dennis Oneshots or Mindscape caught entering this compo will have their limbs stretched on the rack.
- Winners under 16 years of age must be accompanied by a parent or guardian.
- All entries received after June 30 1990 will be buried in the foundations.
- The Editor's decision is as final as death.


FLY IN THE FACE OF DANGER
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review

TURRICAN

Thinking that *Turrican* was an exotic form of pâté, *Paul Lakin* arrived to review it armed with a loaf of sliced brown bread and a rather dirty knife...

Well, what do you know. Just as you've settled down to spend a Saturday afternoon in front of *Grandstand*, old Morgul strolls into town. Remember Morgul? 'Course you do. He's the sort of guy who spills little old ladies' pints of stout. We're not talking bad, we're not even talking really rather nasty, we're talking evil incarnate. Phew!

To teach the cad a lesson, Turrican (that's you) is going to have to battle across five worlds of nasties. Worlds are not small things (unless they're small worlds of course) so you'd better be prepared to explore 13 levels or, if you prefer, 1300 screens. As well as blasting nasties you'll be collecting crystals, energy boosters and the like. Let's face it, there's no way you're even going to be back in time for *Final Score*.

HASSLE FACTOR: 0
Less hassle than a strawberry milkshake.

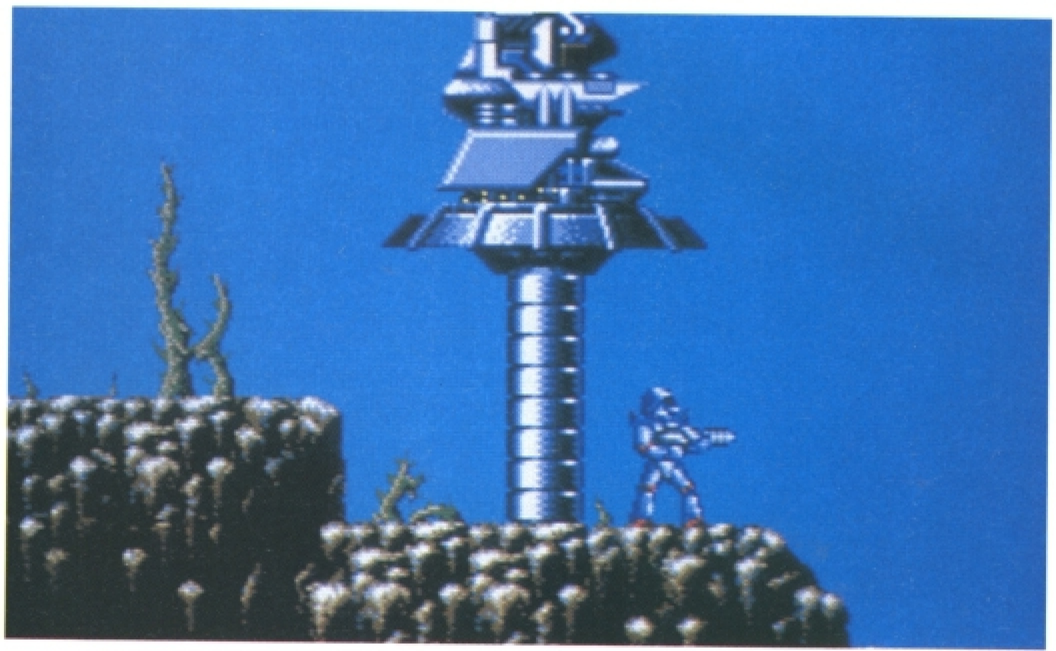


Erm... hello... someone... my gun seems to be on fire.

***Turrican* comes with some really rather good credentials. The sound was done by the same guy who did the sound on *X-Out* and *R-Type* while the programming team includes a couple of bods involved in converting *R-Type* onto 16-bit. It also has some rather fast 50-frames-per-second scrolling and more aliens than you can shake a laser blaster at. Not a game for the faint hearted.**

WHAT'S WHAT

TITLE	Turrican
PUBLISHER	Rainbow Arts
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	Mid May



Nostradamus predicts "21st century developments in the umbrella industry."

AMIGA

ZERO HERO

Paul: *Turrican*, now there's a daft name if I ever heard one. I mean it's going to go down a right treat at the International Convention For Really TUFF Superheroes. "Hi guys, my name's Turrican but you can call me Turry for short." An introduction like that is likely to make you about as popular as a fire eater on an oil rig.

At first glance it looked as if the game *Turrican* was going to be as feeble as the name. The graphics didn't strike me as out of this world, nor did the gameplay seem up to much. Oh dear, another half-baked shoot 'em up I thought.

Which all goes to show how wrong first impressions can be. In fact *Turrican* is on the very good side of excellent.

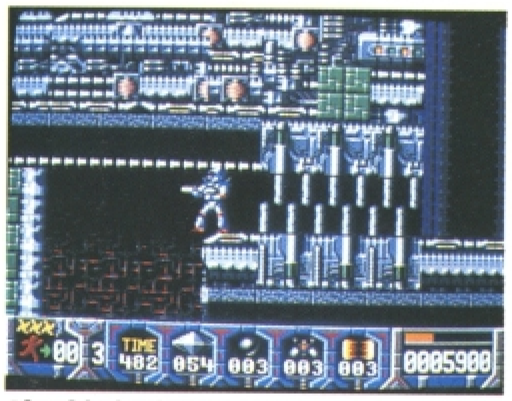
Although some of the backgrounds are a little uninspiring, they are colourful with nice changes of light and even some rather impressive lightning sequences. Better still is the three way parallax scrolling, it's almost enough to make you forget the danger.

The monsters are well executed and even weller *(Better you fool. Ed.)* animated. Turrican himself is a real neat little mover – which is a good thing considering some of the platform gymnastics he has to pull off.

The range of weaponry is almost as fearsome as the range of... *(Pauses while trying to think of word for monsters beginning with w)*... erm, whelks. Hmm, not quite right. Anyway you've got a lot of weapons see, including little bombs that you can leave around to blow up unsuspecting little monsters (or in my case unsuspecting little Turricans who'd forgotten to read their copy of *A Beginner's Guide To Blowing People Up*).

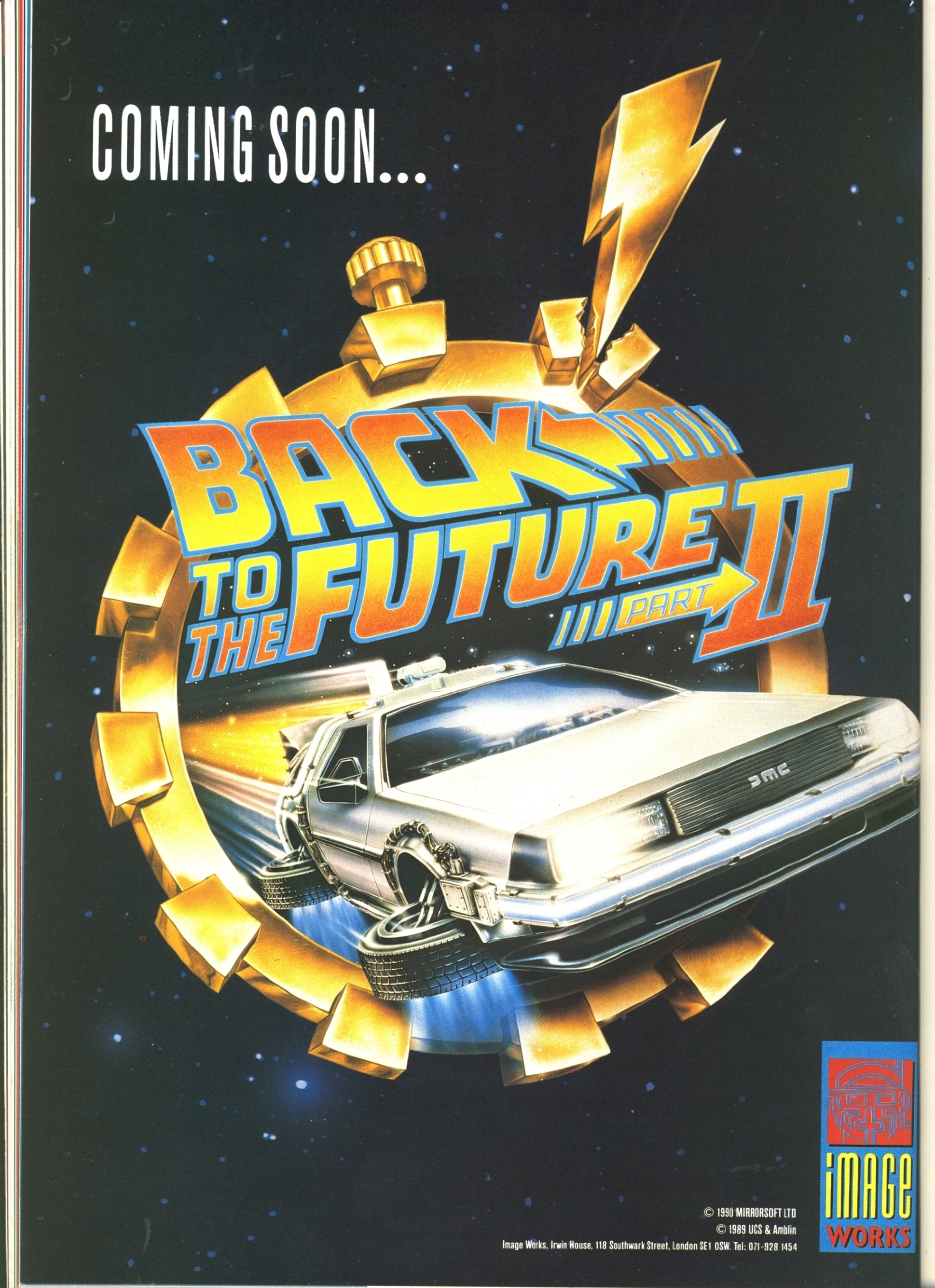
As would be expected, the soundtrack is pretty impressive. It has the same rich sound as *X-Out*. Even more impressive is the scope of the game. Each level seems to go on and on. Mapping this game could be a full time job. Just when you think you've reached a dead end a stray shot knocks down another wall and reveals another few screens of danger to you. In view of the depth of the game, the end of level nasties are a bit disappointing but they're about the only thing in this game which is.

STOP



Ah, this is clearly the meat processing part of the game.

GRAPHICS	88	ADDICTIVENESS	87	OVERALL 90
SOUND	90	EXECUTION	89	


COMING SOON...
BACK TO THE FUTURE PART II
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THEME PARK MYSTERY

Still embarrassed about the time when he fainted on a Ghost Train, *Paul Lakin* decided to prove he wasn't really a wimp by taking on the *Theme Park Mystery*.



And crystal balls to you too mate.

Inheritance isn't what it used to be. There was a time when you could look forward to leaving the funeral and moving straight into your brand new castle complete with huge amounts of land and the sort of private income that helps you sleep soundly at night. Nowadays you're lucky if you walk away with some tea spoons and a scraggy teddy bear. So much for progress.

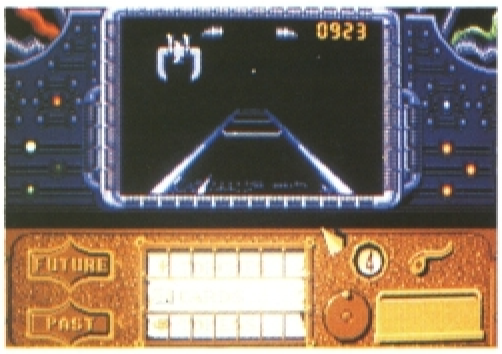
Having inherited an empty theme park your first thought is unlikely to be "Whoopee, good old Grandad," as you find out that strange things are going on inside it. You've got to restore the park to its former glory. How? Well, you'll have to work it out for yourself. This is the review section, not Crystal flippin' Tips.

Instead roll up, roll up for the greatest show on earth. Yes, ladies and gentleman, gather round for four worlds of thrills, spills and bouncing feet. For the price of a few tokens you can visit Dragon Land and do battle with ball throwing monkeys and amazing flame spitting walls. You won't believe your eyes and ears as the beautiful blue birds fly over you and artistically deposit large amounts of guano on your head.

You, the young man in the ZERO T-Shirt, do you fancy a visit to Dream Land? Then this is the game for you. Be confounded by our giant chess pieces and splattered by our snowmen. The balding gentleman at the back looks as if he'd enjoy a visit to Yesterday Land. Hop aboard the Magic Canyon Express, sir, and let yourself revel in a world of early 20th century arcade games. Or does the future appeal? Then hurry, hurry, hurry! Back on the train and into Future Land for a roller coaster ride that you'll never forget – because you'll probably be dead...



Ah, Kasparov's famous 'Hairnet' opening.



This is certainly no tunnel of love.

WHAT'S WHAT

TITLE	Theme Park Mystery
PUBLISHER	Mirrorsoft/ Imageworks
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	Out now

Paul: Odd things are certainly going on in this theme park. It's the sort of mystery that Scooby-Doo used to revel in. However, until Shaggy's beaten his drugs rap, it's all left up to you. Expect the unexpected. Not even the trains are safe. There you are, tootling along wearing a sort of Crocodile Dundee outfit when suddenly you get covered in stars and are left wearing little more than a loin cloth. Drafty and really rather embarrassing. I mean, what will all the other passengers think?

Although it includes elements of strategy, shoot 'em up and even bagatelle, *Theme Park Mystery* is basically a very complex arcade adventure set in four distinct sections or theme lands. To describe these sections as levels is really a bit misleading because although each section has its distinct tasks they are not carried out all in one go. You might get some way through completing the Dragon Land task before having to shoot off to Dream Land and then return, via a quick jaunt through Future Land, to your original task.

HASSLE FACTOR: 1
No serious hassles.

All the sections include well animated and atmospheric graphics. The best looking one is the surreal Dream Land. It's also the most complex as you run the gauntlet of some very odd nasties in your search for keys and demons. The Dragon Lands section is a rather more standard arcade adventure. Nice looking but not terribly original. But after all the brain ache, Future Land is a great relief. A shoot 'em up. A nice straightforward, know where you're going to shoot 'em up. Except that it's set on a roller coaster ride.

Theme Park Mystery is a very imaginatively put together game. Control is by both mouse and joystick but this is not as fiddly as I expected. Some of the sections may not be completely original but the way they interact in the scenario is well thought out. It would have been nice if there'd been a couple more lands but my only real gripe is that you can get stuck very quickly in the first section with no way back or forwards. Apart from this – and of course the lack of Scooby and Shaggy – this is an exciting and demanding game. STOP

GRAPHICS	90	ADDICTIVENESS	89	OVERALL 89
SOUND	88	EXECUTION	89	

review

ULTIMA VI

Move over *Spig Of The Whastes Of Elfin Buttock* 'cos here's *Jobb From The Ribbed Catacombs Of Ana*, adventurer and wench porker extraordinaire. Lo! watch him tackle *Ultima VI* (and lose)...



1 This is the main playing area and gives you a birds eye view (with slight 'arty' perspective) of the proceedings. Here, our merry bunch are playing get-the-gargoyle-git (and winning it would seem).

2 Here is where you check the inventory of your characters. As well as having room to carry eight objects, your average warrior type has anatomy to accommodate eight pieces of armour and two sizeable items of weaponry.

3 This window acts as your ear, picking up and relaying all the speech, insults and salivating noises from fellow characters and hungry beasts. It also accommodates the parser (snotty RPG word for 'line of command') which mediates between you and your adventurous alter-ego.

4 This line of strange boxes are icons for quick-action split-second reflex reactions. It has an emergency button that, under the most strenuous of situations, calls your friends to the rescue.

5 Atmospheric frayed-and-jaundiced-manuscript-look screen border.

This screen format is instantly recognisable to anyone's who's been reared on a staple diet of RPGs and *Bard's Tales* for years.

The story (or fable or saga as they are in RPG land) goes as follows: you've just returned back home after a stay in the fantasy realm, Britannia, where the routine was basically hacking and slaying and grabbing handfuls of serving wenches' backsides. But now you're back in the real world, sipping tea and watching the box.

Suddenly a storm abruptly manifests outside. Naturally you leap out into the pouring torrents to see what's going down (rain in this case). But you discover (spook) a big glowing red portal to other worlds. Impulsively, you hurdle through this crimson doorway and voila! You're back in Britannia on a rune-carved altar. Unfortunately this altar is acting as focal point for the National Satanic Demons Goat's Pancreas And Feral Grin Society, and before you can say "Lucifer" they're tying you up and marking the rough position of your gall bladder with a large 'X'.

Now you're as open-minded as the next pervert but frankly being trussed up on an oversized granite lectern by blood sucking balrogs wielding sacrificial Stanley knives is overstepping the mark a smidge. Of course you raise an angry objection to this procedure but the demons are intent on extracting all the steamy parts of your digestive system.

Abruptly three fellow compatriots happen to turn up and rescue you. Slaying the gargoyles left and right and centre, you flee through the portal. A big flash and a whiff of ozone later and you're standing in the presence of the Lord of Britannia. And this is where you pick up the story...

The *Ultima* world is HUGE (that's 'huge' in capital letters, emboldened and underlined with bells on). The game starts in a small chamber-shaped location and then expands into a gigantic sprawling world, radiant with towns, villages, countryside, castle, dungeons and all manner of haunted tourist attractions. Of course there's an ample selection of RPG fantasy monsters who burst out of every avenue and orifice: acid slugs, cows, gremlins, reapers, mongbats, silver serpents, bits of sentient slime, giant squids and spiders.

You start the game with the basic requirements to stay alive, namely two legs, two arms and a 12 foot sword. As you progress through the *Ultima* world, accumulating gold, you enter the market for some serious trading. Merchants, armourers, stables, healers and guilds are scattered around for supply buying, while inns and pubs are good for getting aled up and picking up snippets of info and rumours to help you in your quest.



Surely a big hero like Ken Wen is not going to be scared of a mouse.

WHAT'S WHAT

TITLE	Ultima VI
PUBLISHER	Origin/Mindscape
PRICE	ST/Amiga £29.99 PC £34.99
FORMAT	ST/Amiga/PC
RELEASED	ST/Amiga: Sept PC: Out now

THE GUYS

THE FIGHTER



These warrior-types might have a brazil nut for a brain but when it comes to the old hack 'n' slay you'll rarely find someone more muscled, oiled and rippling than the fighter. They are a bit cack-handed at magic and spell casting and are often in such a state of docility that they have to be kept on a leash. However a fighter is always the best to send into battle first and always the best to use as a shield against arrows, bullets, spears etc.

THE BARD



Bards are not only renowned for their quickness and quick wits but for their ability to write poetry (or 'lays') and 'do' amateur dramatics. For this reason, since *Ultima VI* revolves around many coastal towns, it's probably best to keep them away from pubs like The Rosy Cheek and The Playful Sailor. The bard will often protest, saying "But I was only going to give them one of my lays". That's what we were afraid of.

THE MAGE



Normally physically quite weak and spindly, mages possess huge craniums and intellects to match. Masters of the arcane arts and powers of the supernatural, mages are good to have in battle since they can cast wonderfully violent and deadly spells. For that reason it is advisable not to argue with them because otherwise you might find yourself on the receiving end of a vasectomy spell.

THE AVATAR



The Avatar is a paragon of virtue, encompassing all the features of the three other types. Although not as outwardly homosexual as the bard, as stupid as the fighter or as receding as the mage, the avatar combines the skills of the other three alongside virtue and supreme wisdom. Avatars are not party animals.

PC

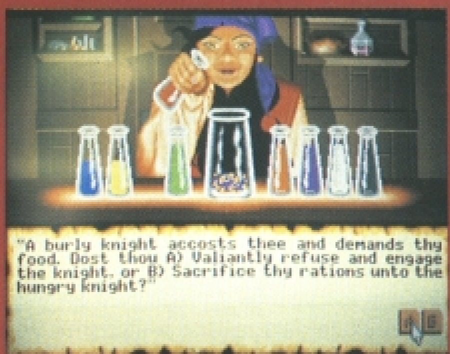
Jobb From The Ribbed Catacombs Of Ana: After a full half hour of the somnolent tones of hard disk installation I was ready to hack and slay with the best of them. Unfortunately my bloodier instincts had to be put on hold while a laborious 'story-so-far' sequence slowly... chugged... across... the... screen...

Actually the title screen graphics are very good and detailed, brightly coloured and suitably atmospheric. Okay, so they move at Act of Parliament speed and are accompanied by occasionally iffy text, but they are, in EGA terms, excellent.

Once into the game proper however, things start to hot up. Oh yes. Your first bit of action is a swift melée with a few gargoyle types. This is supposed to be a bit of light practice to get you in the swing, but I still managed to die three times before I sussed how to kill them. You aim in their general direction, click on the attack icon, click on the monster and swipe! Bye-bye badman.

The graphics follow in the RPG tradition by being small and bordering on the diagrammatic but are spiced up with bright colours and good attention to detail. The majority don't move too well, jerking in time with the scrolling, but there are some smooth moving, well animated flying missile objects.

CREATING A CHARACTER





Character building is quite novel. The story leads you to a gypsy, who asks you a few questions and mixes different potions into one jar in accordance with your answers.
Question: You've just slain a dragon but your friend says he did it – what do you do?
Answer: Kill your friend of course and then the entire population of Belgium as well.

After a few of these noble, honourable answers, my potion was beginning to resemble fizzy green sick. Then I had to down it and the magic sick made my character complete.



Oh no here comes the old "Did I tell you about my holiday in Luxembourg" routine.

HASSLE FACTOR: 5
Irksome installation and lots of disk accessing.

The speed can be a drag sometimes but there's a nice build up of suspense during battles. Each side mobilises around each other and starts stabbing. You fight back, wondering if you will score a hit or just clip your enemy's toe nail. You get stabbed yourself. How much damage did you sustain? Take that you acid slug slag you! And so on.

I think the main problem with the game is to do with its loading system. The gameplay doesn't flow quite as it should because it's stilted by intermittent disc access. The cursor disappears when the disk drive comes on, so you can be aiming for the fight icon and suddenly have the cursor evaporate on you. Plus the fact that *Ultima VI* is so huge that it takes up three megabytes on a hard disk, and the saved game alone takes 142K with 70 files. Still, with a world this huge and graphics this pretty, *Ultima VI* will keep RPG stalwarts awake for months. STOP

THE VERDICT

G GRAPHICS 82
S SOUND 50
A ADDICTIVENESS 79
E EXECUTION 70

• 20 • 40 • 60 • 80 • 100

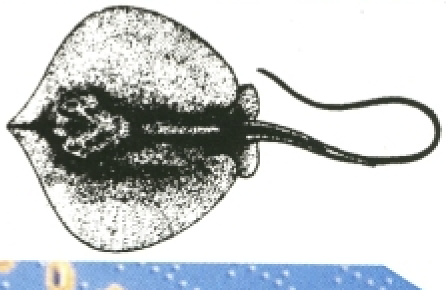
Utopia for the RPG addicts but perhaps a bit 'risky' for your average fire-button-alien man.

82

review



TREASURE TRAP



Ever since Santa brought him a deep sea diver outfit for his Action Man, *David Wilson* has had a penchant for romping about in underwater wrecks. So we sent him to the depths of Electronic Zoo's new game *Treasure Trap*.

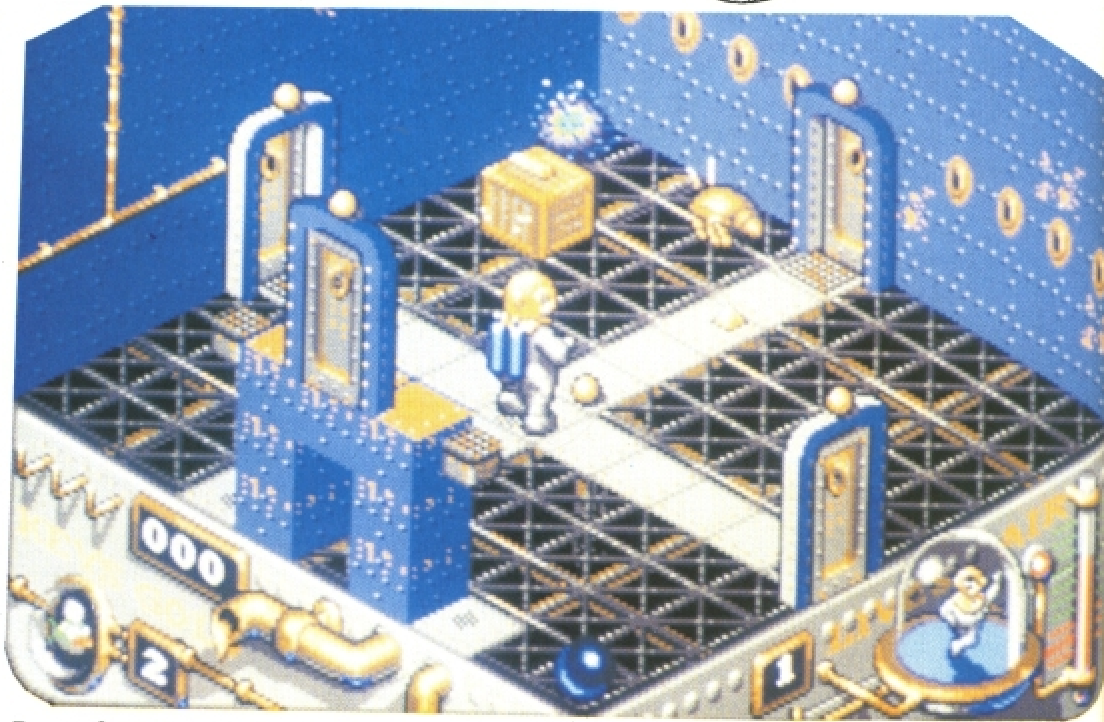
Electronic Zoo are a relatively new name on the games front. Spawned from some ex-MicroProse bods, the company have been content in the past to market other peoples games (like *Battle Squadron*). Now they are looking to produce hardware as well as their own software. We gave you a sneak peek at *Xiphos* last ish and now here's their first actual release – *Treasure Trap* – a puzzle game in the classic mould. If anyone out there has come to 16-bit gaming via the 8-bit then they may well lovingly recall 3D isometric puzzle games like *Ultimate's Knightlore* and *Alien 8*, *Bo Jangeborg's Fairlight* and Ocean's first *Batman* game. Take this formula, add a sprinkling of humour, state of the art graphics and a neat mapping facility and you've got *Treasure Trap*.



Electronic Zoo saves trees! No paper maps, the computer does it all for you.

WHAT'S WHAT

TITLE	Treasure Trap
PUBLISHER	Electronic Zoo
PRICE	£24.99
FORMAT	ST/Amiga/PC
RELEASED	ST/Amiga: Out now PC: May



Fans of 3D isometric puzzles from the Golden Age of gaming will love it.

AMIGA

David: You start the game in the sunken wreck of the Esmeralda with the task of recovering the gold in over a hundred rooms. To hinder you there are numerous dangerous sea creatures, fatal to the touch, oh and your limited air supply. Each room containing gold represents a puzzle in itself, so you have to keep your wits about you. As well as gold, there are keys and extra air cylinders for you to collect. Not all the creatures are dangerous and some you can actually jump onto(!) to ride over danger – others can be manipulated to help you. Objects in rooms can also be utilised to help solve puzzles.

For particularly nasty rooms full of horrid creatures, you can use one of your 'smart fish' (I kid you not!). In lieu of a smart bomb, these fellows are brilliant little animated piranhas who whizz around and mangle all the baddies!

What's the most boring bit about playing these sort of hundred room puzzle games? That's right, it's drawing maps. Well, Electronic Zoo has taken this dubious 'pleasure' away from you. As you enter a new room, an 'M' will appear in the top right of the screen. This informs you of a map update and by pressing the 'M' key you'll see a screen map of the Esmeralda with the rooms that you've visited uncovered. Handy eh?

The sound and graphics are both really nice and comic and there are some good animated touches. At the bottom left of the screen is your air gauge and a nice representation of yourself as the plump, deep sea diver in a sort of bowl at the bottom. This fetching image reflects your health. Pick up an air cylinder when you don't need it and your suit will inflate and you'll bob around on screen helplessly until the extra air's used up!

HASSLE FACTOR: 1
One disk, but slight accessing between rooms.

So what's the verdict? Well, just finding gold didn't quite seem enough. I mean remember the brilliant *Knightlore* where everything sort of gelled together, didn't it? Well, sure you've got to collect the gold, but after you've collected several hundred bars, the novelty sort of wears off after a while. The lack of an overall objective detracts a bit from the gameplay. But never mind, what's actually here is very slickly crafted, the control system is improved over the Ultimate games, and the puzzles are real brain teasers. Fanatics of this genre won't be disappointed. STOP

GRAPHICS 87 · ADDICTIVENESS 88 · SOUND 86 · EXECUTION 88

OVERALL 87

HAMMERFIST

Paul Lakin broke his fist trying to punch his way out of a rather soggy paper bag so to toughen him up we set him loose on _Hammerfist_.



Holograms are taking over the world. Now suddenly they're crawling all over Frosties packets. Worse still, the great Lord Olivier was swallowed up by a rogue hologram and forced to appear in a crap musical while the rest of the world believed he was dead.

In the distant future, when Thatcherism is just an embarrassing memory, a rather nasty company Metro-Holographix produces holograms so horrid that they've taken over two cities. They've come a long way since the days of Frosties. Today the breakfast table, tomorrow the world.

Two holograms have been fused together and now can't decide whether they're the very male Hammerfist or the decidedly female Metalisis. Understandably, they're a bit miffed so they set out to destroy the hub of the company and regain their individuality. After all, it's rather expensive having to buy two sets of underwear all your life.

To get to the centre of the company, the harassed holograms have to battle through loads of screens packed with colourful deadlies. Each screen has a security device which must be disabled before the next screen can be reached. And don't think you'll have a clear shot at them. Oh dear me no. This is no Salisbury Plain "Take aim. Fire." It's more a case of "Get onto ledge. Take aim. Get knocked off ledge by a drone. Swear." It's not all laughs being a hologram. Ask Tony The Tiger.



Personally, I'm really not convinced that this indoor Aquarium was such a good idea.



But I didn't order ten tons of spinach, honest.

WHAT'S WHAT

TITLE	Hammerfist
PUBLISHER	Activision
PRICE	£19.99
FORMAT	ST/Amiga
RELEASED	Out now

AMIGA

Paul: When I was young, chaps were chaps, gels were gels and transexuals were shot on sight. Nowadays, girls wear trousers and drink stout while men sip Bacardies and spend their weekends wearing the latest Paris lingerie. *(Are you sure about this? Ed.)* Not even holograms are safe from the sexual confusion. One moment they're striding along a corridor confident in the knowledge that they're a tough – if slightly ungainly – heavy called Hammerfist. One joystick flick later they're performing acrobatics in a leather leotard. This sort of confusion can really screw a hologram up.

Schizophrenia is not the only problem that will face you on this far from straightforward beat 'em up. Working out what you should do to disarm the security system while being attacked by billions of nasties is difficult. Though progress is a bit tricky, so is death. This is one of the great pluses of the game. There are loads of bonus icons to be gained by destroying any nasty that gets in your way. So if you're being hammered on one screen then you can go back to an easier screen to pick up some extra energy and laser ammo for another go. However if you don't pick enough of them up then "The Master" becomes "Active" and all bonus icons become energy draining skulls.

HASSLE FACTOR: 0
No trubs provided you're not schizoid.



I'll worry about the nasty once I get this piranha off my bot.

Combine the tricky but challenging gameplay with some dramatic graphics and an excellent soundtrack and you're looking at a pretty nifty shoot 'em up. *Hammerfist* may defeat you but it certainly won't bore you. STOP

THE VERDICT

G GRAPHICS	85
S SOUND	88
A ADDICTIVENESS	86
E EXECUTION	88

• 20 • 40 • 60 • 80 • 100

A shoot 'em up that tests your brain as well as your brawn.

87

review

DYNASTY WARS

Do you know who writes those soap-update panels in the tabloids? It's *David McCandless* that's who. So *Dynasty Wars* seemed an excuse for him to lecture on the allegorical juxtaposition of relationships in that well-known soap. Ho-hum.

It's an honest mistake. Anyone might have assumed that this game was based on that well-known American oil-barons' saga. *(Even though the packaging's covered in Samurai horse lords and Japanese lettering? Ed.)* I expected to see Fallon fisty-cuffing Blake, Dexter giving a naked Alexis what for in a strategically soapy jacuzzi and Jeff running off with Crystal's gay brother's alien love child. However, instead I got a whole load of Japs and horses and wicker bamboo buildings scrolling against a rising sunny background.

HASSLE FACTOR: 3
A whole art gallery of oriental artwork to sit through before you can starting killing things.

The game concerns the Han Dynasty and its quest to buy out Colby Oil. *(Watch it. Ed.)* Alright, the Hans want to claim back their territorial lands from the Huns and Hins, who are supported by the Hons. In order to do this they send in their greatest warriors – the samurai.

You have a choice of lords to play. Sadly christened with names like Shang Dei and Kuan Yu, the four lords are all suitably muscled and heroic, but have niggling idiosyncrasies that affect their performance in battle. For instance, Shao Yun has a penchant for writing poetry (i.e. a 'shandyman') while Liu Dei devours whole climbing frames of children for elevenses (i.e. a bit 'hard').

The enemy Japs come in several types. There are your everyday minions – mainly sword-fodder and hoof bait – accompanied by little pyromaniac archers. These lob showers of fiery arrows in your general direction, setting fire to large portions of the scenery. Reinforcing them are lethal ninjas, who crawl under your 'mount' and unsaddle you. To complete each level you have to joust a rival mace-weilding lord and his collection of back-stabbing cohorts.

Of course no shoot 'em up would be complete without a huge mound of extra lethal weaponry and no more so than in *Dynasty Wars*. Vases and chests along the levels conceal the goodies, which run along the lines of strangely shaped 'crinkle-cut' swords and power-ups. Your mounted lord has a choice of either stabbing out with his lance or holding down fire and unleashing a mystic magic fireball. Actually the mystic fireball is more like a mystic spark until you've collected sufficent power-ups. Still it kills the Japs and frankly size isn't important (as any of my psychiatrists will tell you).

WHAT'S WHAT

TITLE	Dynasty Wars
PUBLISHER	U.S. Gold
PRICE	ST £19.99 Amiga £24.99
FORMAT	ST/Amiga
RELEASED	June

ST

Macca: After getting over my initial disappointment at not seeing a digitized Emma Samms mud-wrestling Heather Locklear, I looked forward to embarking on some wholesale equestrian slaughter (and perhaps some mud-wrestling later).

Unfortunately, I had to settle for gratuitous maiming. And plenty of things to maim there are too. Lots of little men to swipe at from my mounted vantage, lots of catapults to ignite and a big blue baddy at the end of the level. Yum. But somehow, I found it tricky to line up with the enemy in preparation for some surgical gonad rearrangement.



Ouch! It's a curved arrow up the bot.

No reflection on my skill, you understand, but somehow the perspective view was playing real havoc with my brain (and their gonads).

Dynasty Wars is an arcade conversion and the look and feel of the coin-op are conveyed well with the pretty graphics. But unfortunately, memory restrictions have gobbled up the animation. As a result, the enemies' horses are a bit arthritic and our fluid speedy ninjas jerk around, missing those extra few lubricating frames of animation. This would be bearable on its own, but combined with the ST's notorious party trick – its scrolling – things don't move at the ideal shoot 'em up speed (i.e.very fast).

In my opinion most of the gameplay's faults lie with the arcade. It's a very good looking game but I don't think it's smooth or playable enough to attract your shoot 'em up svengali. STOP

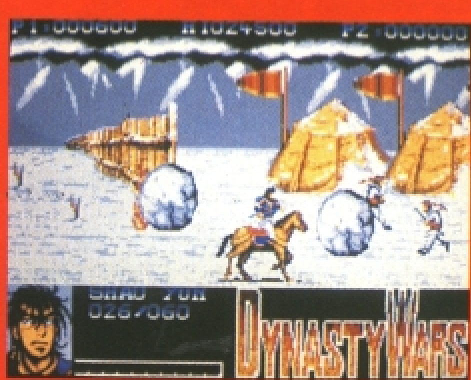
GRAPHICS 87	ADDICTIVENESS 72	OVERALL 70
SOUND 55	EXECUTION 63	



Oooh... look in the distance! It's the Water Margin.



Shang Fei – a man so hard he lights phosphorus in his underpants.



They did try but the Hun Brothers were crap at making snowmen.

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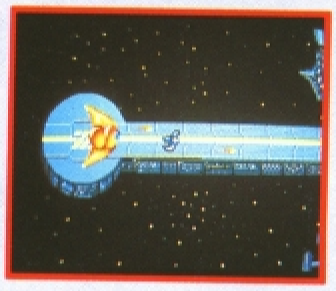


LEAVIN'

TERAMIS

You are Nigel MacGibbons and have been left stranded in a spaceship filled with mutant aliens which is on a course of self-destruct. With time ticking away at a positively lethal speed, you must get to the end of each of the eight segments of the ship to disable the auto-destruct timer generators and fight off the mutant meanies that will undoubtedly get in your way.

Teramis is a vertically scrolling shoot-em-up with detailed graphics, 130 totally different action packed screens through 8 breathtaking levels, super-smooth animation and superb soundtracks.



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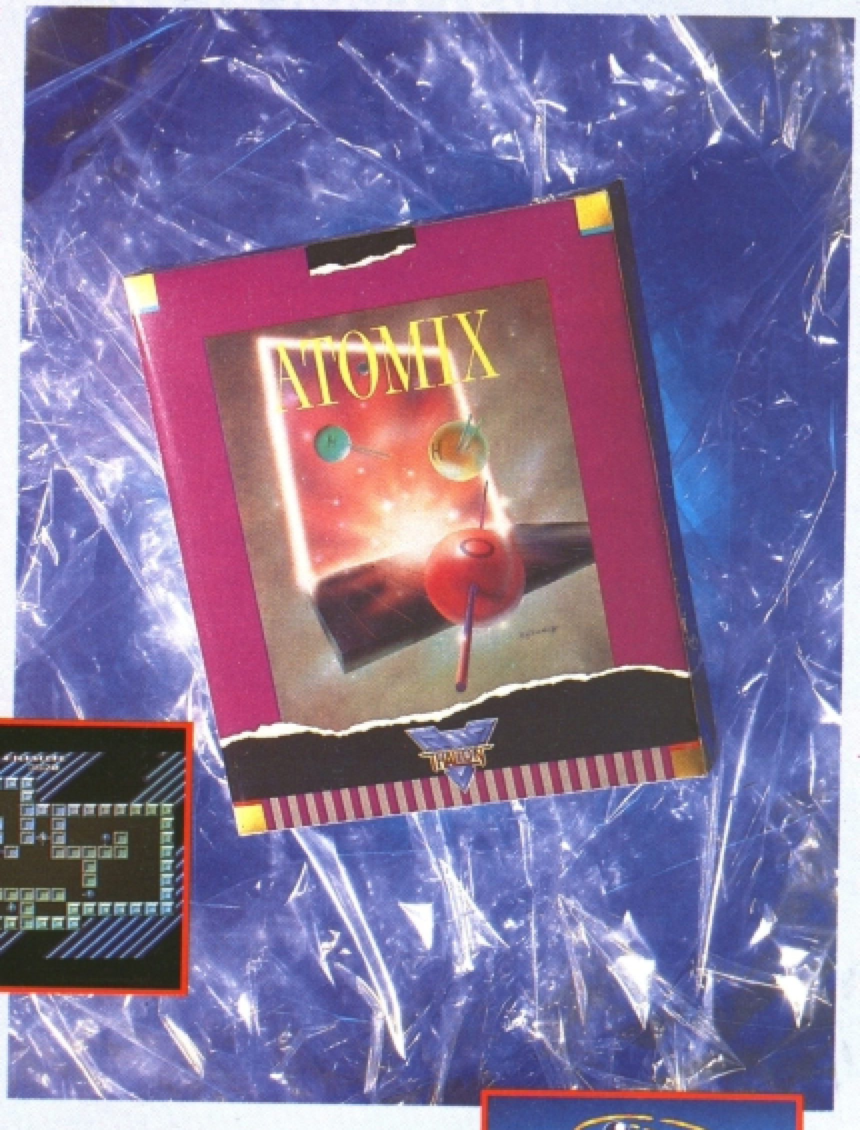
ATOMIX

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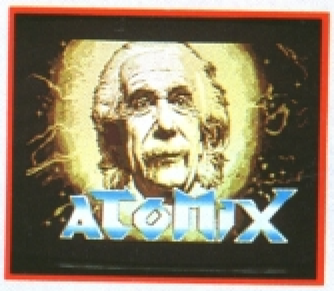
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GRANDSLAM

DRAGON STRIKE

When he thinks nobody's about, *Tim Ponting* can often be heard muttering 'I wish someone would do a vector graphics shetland pony gymkhana simulation'. As no-one seems to be scrambling for the *My Little Pony* licence, he perked up when someone handed him a 'bareback dragon flying' sim.



A rather close encounter at high altitude with an F-74 "Flying Dumpling".

Actually there's a deliberate lie in that introduction. Yes, we were leading you up the garden path. The dragons actually wear specially designed harnesses that don't trap your gonads like racing bike saddles do. In fact, the last person to fly a dragon bareback ended up in the Excruciatingly Painful Wounds To The Lower Abdomen Clinic.

***Dragon Strike* gives you a chance – with absolutely no danger at all to your privates – to wield one of the fabled magick dragonlances in the cause of Good against the Evil Dragonarmies. The game takes the form of a number of missions that follow on from each other. You select your assignment – for example, protecting a fleet of friendly ships against marauding wyverns – read a swift mission briefing and plunge into the fray.**

You're armed with an oversized toothpick and dirty great sword, your dragon with teeth, claws and two breath weapons depending on breed. 'Cone of Fire' and 'Lightning' seem straightforward enough, but 'Chlorine' and 'Repulsion Gas'?

These dragons obviously like their vindaloos rich and have no environmental conscience whatsoever.

If you survive the ordeal, you are given a quick debriefing before moving on to the next task. You'll be thrilled to hear that prospects of promotions in the War Of The Lance are good. There are three 'leagues' with progressively more difficult missions: Knights Of The Crown, Knights Of The Sword and Knights Of The Rose. You can remain a Woofter Of The Crown or you can accept a quest and try to move up to Hardman Of The Rose. The choice is yours.



Who stuck the Cornetto on my head?

WHAT'S WHAT

TITLE	Dragon Strike
PUBLISHER	SSI/U.S. Gold
PRICE	£29.99
FORMAT	Amiga/PC
RELEASED	Amiga: September PC: Out now

PC

Tim: This is bizarre. A vector graphics game based upon aerial combat between mythical beasts. Dare I say it? Yeah, why not. This is a flight sim. Well sort of.

From the way the game has been put together, you'd be forgiven for thinking it was all a joke and that the MIGs were going to appear at any moment. You've got a radar – sorry, Fizban's Crystal Ball – which alerts you to the presence of enemies by means of coloured dots; and there's a target tracking device (Arrow Of Enemy Detection). Missions have names like 'Red Sky At Morning' and 'Occupational Hazard'. Load a few mavericks and sidewinders and it could be time to bomb Tripoli.



Young dragons love playing "tig".

But having taken the mickey, *Dragon Strike* is actually extremely atmospheric. Magnificent screens accompany each mission briefing and the game is full of neat graphical details. For example, you see your dragon flapping its wings and turning its head as it glides. And as your rank changes, so too does your emblem on the main screen.

HASSLE FACTOR: 0
Dragons are user friendly.

The graphics of the simulation itself are not quite up to F – 'pick a number between 1 and 29' speed, but there are options to alter the ground detail to suit your PC. Another problem is that while modern combat aircraft are pretty much vector-shaped, dragons have round sort of bottoms and legs and things. Fortunately, you can select bitmap enemy representation which is miles better for curvy opposition than vectors.

If you fancy cavorting about in the sky with a large bronze creature between your knees then look no further than *Dragon Strike*. If you prefer an all metal, all-American MIG basher then you'll have to wait a long time for *20th Century MIG Dogfight Mission Disks*.

STOP

GRAPHICS 89	ADDICTIVENESS 84	OVERALL
SOUND 82	EXECUTION 81	85

SHORTS

WOOD BEES

In the words of the immortal erm... person who wrote them, "ZERO is big. But not *that* big." So here are the also-rans who missed out due to lack of room...

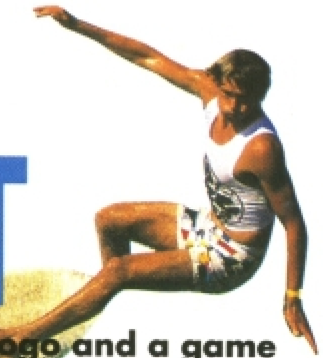
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▶ **CHRONOQUEST II** Psygnosis
CYBER WORLD Magic Bytes
CYBERBALL Domark
▶ **DAN DARE III** Virgin Mastertronic
▶ **FIRE AND BRIMSTONE** Microprose
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▶ **LOOM** Lucasfilm/US Gold



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▶ **LOW BLOW** Electronic Arts
▶ **PERSIAN GULF INFERNO** Magic Bytes
POWERBOAT Accolade
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▶ **SECOND FRONT** SSI/US Gold
TENNIS CUP Loriciels/US Gold
TRACON Wesson International/Mindscape
▶ **WOLF PACK** Nova Logic/Mirrorsoft
WORLD CHAMPIONSHIP BOXING MANAGER Goliath

The games marked ▶ are particularly worth taking a butcher's at!



WIPE OUT

What sounds like a Muppet, has a bizarre logo and a game whose name rhymes with Cow Pat (er.. if pronounced Ciowe Pout)? That's right, it's Gonzo Games and their new release *Wipe Out*. *David Wilson* skated over for a closer peek.

ZERO HERO

Ever fancied hover-boarding in a battle to the 'death' with numerous weird alien creatures? Lumme! And this is precisely what's on offer in *Wipe Out*, the first offering from Gonzo Games. It features one or two player, head to head futuristic skateboard action rather akin to the Light Cycle game in *Tron*. Confused? Well, the game is actually, rather simple.

Basically, you do battle with a chum or the computer in different shaped arenas - your objective to make your opponent crash into a fixed arena wall, or the trail 'wall' left in the path behind your board. The basic game then, is simple, but there's also numerous alien life forms, gambling, various different boards, championship leagues and rankings. Phew! Oh and there's also interstellar travel. Each planet has a local league and different types of arena. Move closer to the centre of the galaxy and the standard of the competition gets higher. You can travel from planet to planet at a cost and moving to a planet nearer the centre entails challenging a higher level player to a 'chicken run'! If interstellar travel is 'your bag', then *Wipe Out* boasts 1,100 stars and a possible 77,340 opponents all with individual characteristics. Eek!



Kersplatt!! Young Ameboid Paul Lakin turns to Heinz Sandwich Spread on contact with wall.

AMIGA

David: Heeeheeehaa haaheeheha *Wipe Out*! Dee dee deee dede dede dede dee dee dede dede dede *(What is this drivel? Ed.)* Er.. its 'Wipe Out' by the Surfaris *(Oh. Ed.)* Anyway, here's *Wipe Out* by the Gonzos and it's a (fairly) original game with quality coding and addictive gameplay. From the basic scenario of the game, there are layers of depth adding features including power up icons and hoverboards that jump!

The object of the exercise is to progress to the centre of the galaxy and the Hall of Fame. For this you'll need to get lots of cash by winning matches and betting on the performance of other players. You can then spend this on travel and better boards etc.

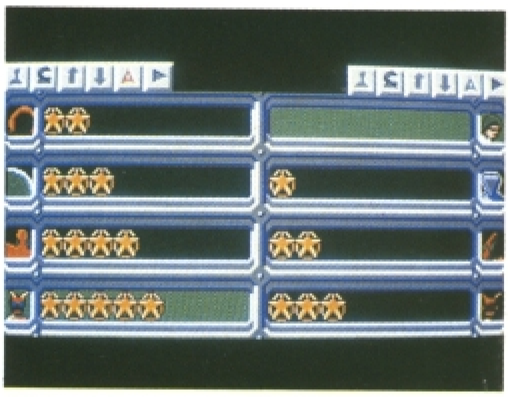
With the built in GonzoDos, you can format a League disk to save the characters you create. Use these characters to progress up the league, or you can opt for a head to head in practice mode. However, *Wipe Out* is deceptively deep, has rather a nice sound, a smooth scroll and is easy to learn, hard to master. Even the manual is humorously written in a style reminiscent of The Hitchhiker's Guide.

Gonzo aimed to produce an original game with the emphasis on playability - a return to the classic games of the past. Let me tell you, they've come pretty damn close with *Wipe Out*. 'Nuff said.

HASSLE FACTOR: 0
No hassle with this user friendly funboat *(Eh. Ed)*

WHAT'S WHAT

TITLE	Wipe Out
PUBLISHER	Gonzo Games
PRICE	£19.99
FORMAT	ST/Amiga
RELEASED	Out now



See that bottom right chap? He's a thermoid. Put one in a desert arena and they have a tendency to spontaneously combust!

GRAPHICS 86 ADDICTIVENESS 92 SOUND 88 EXECUTION 90 OVERALL 90

RESOLUTION 101





ATARI ST SCREEN SHOTS

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Resolution 101 - a fast-moving futuristic vehicle simulation... a challenge for the true enthusiast. Advanced 3D vectors produce superb graphics of a living, working city. Combined with exceptional 3D sprite artwork and wicked gameplay algorithms - this is the ultimate in track-'em-down playability!

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- Garage shops - buy extra fittings and equipment for your vehicle, including faster engines, more powerful weapons, navigation systems, napalm mines, decoy flares and more.
- Video-comms link - actually see your victims sneer and grimace as you close in deadly combat!
- Available from the end of May 1990 for the **Atari ST, Commodore Amiga** (£24.99) and the **IBM PC** (EGA/VGA) (£29.99)

Light years ahead

Millennium, Chancery House
107 St Pauls Road, London N1 2NA

MILLENNIUM

review

JUMPING JACK SON

Infogrames/ST & Amiga/£19.99/Out now

Dunc: Call me racist if you like, but French games are always a little bit 'weird'. Mind you, weird doesn't mean "not good" – not by any means. What about brilliant (though underrated) games like *Squeek?* And that's erm... a 'link' because *Jumping Jack Son* looks a bit like *Squeek* – being a viewed from directly above, 'move around the different squares picking up things' kind of a game.

So what exactly do you have to do? Well, at the beginning of each level (of which there are about ten billion) you see that there are a number of different coloured record players: a green one, a red one and a yellow one for instance. Right. Now it's time to go and find the coloured squares which come in groups of anything between four and thirty two. By jumping on the individual squares in each group, you find that you can change the colours: each square cycles through from green to red. The idea is to get every square in each group to match the colour of one of the record players. When you've done it, a record in that particular hue pops up, you hop onto it (to collect it), and then take it to the relevant phonogram. Get a record on all the turntables and it's off to the next level. Peppered about are other icons to be hopped onto (some of which are bonus goodies, some of which are teleports to take you to different regions of the level). And let's not forget the nasties which follow you around – from the tiny parping trumpet to the giant rat-a-tat-tatting tin drum.



I almost prefer the sound of the Demon Drummer.

The sound is incredible in the ST version of *Jumping Jack Son*. Sound sample city. It pretends to be an Amiga and just about pulls it off! Each time the hopping character puts a disc onto a record player, part of a sound track starts up, whether it be the bass, the drums or the electric guitar. Getting all three going together is very rewarding ('Jumping' himself hops about in time with the music to great effect). All the nasties have their own samples too. Most impressive.



I do hope the next tune is Max Bygraves' *Deck Of Cards*.

However, for all the originality of *Jumping Jack Son*, the game doesn't really have a great deal of staying power. I found several of the levels to be little more than 'memory tests', where one teleport would lead to another, which would lead to another, which would lead to another and so on – but unfortunately I've got the memory span of a goldfish (i.e. about three seconds) and consequently kept on getting it wrong. *Jumping Jack Son* is very clever, very slick and, well – very French, but for me it lacks a bit in the addictiveness department. STOP

GRAPHICS	86	ADDICTIVENESS	65	OVERALL 78
SOUND	94	EXECUTION	86	

SIM CITY TERRAIN EDITOR

Infogrames/Amiga/£14.99/Out now

Tim: They say that on the Seventh Day, God rested. This, as we all know, is a load of dingo's kidneys. He had a hangover, he played *Sim City*, he created Milton Keynes. And not surprisingly, the inhabitants of Milton Keynes turned to Devil Worship in a vain attempt to get rid of the roundabouts.

Sim City, reviewed in January's issue, gave you an opportunity to get one back on the city authorities. Given a randomly generated landscape, your task was to develop it: assigning areas for industry, building roads and railways, the power grid, police stations etc. With the *Terrain Editor*, a supplemental program, you now have the chance to go one step further and play God himself, creating your own landscape to work from.

It works very much like a painting program. Given a featureless terrain, you use the cursor to draw your scenery in either of the two map windows – one of the whole region, the other a magnified window of a smaller area. Your cursor paints in small squares the same size as the basic *Sim City* unit square. But a particularly neat feature allows you to smooth out the hard edges after you've finished your creation so that the map looks, erm... more like a map and less like a bunch of coloured squares on a brown background.

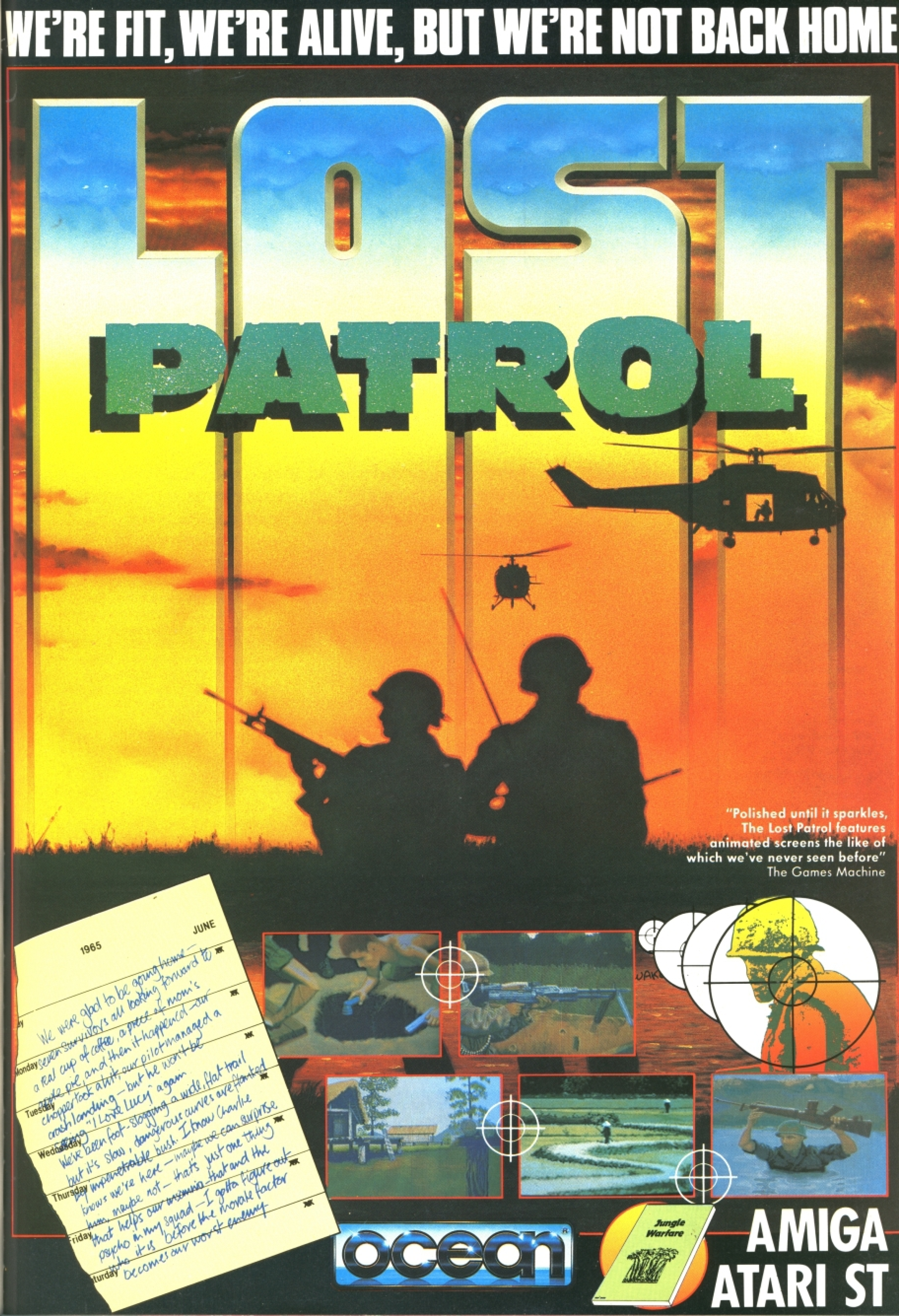


If only you lived in this software haven.

You can also use the *Terrain Editor* to generate scenery semi-randomly: select either 'Woods', 'River' or 'Island' for one of the three different basic terrain forms. Then generate away until the computer comes up with a map that tickles your power-crazy fantasies. And besides starting from scratch, you can also use the *Terrain Editor* to alter the landscapes of cities you're already in the process of building. Sometimes it can be useful having the hand of God on your side, particularly when you need to make a bridge as short as possible...

If you've got *Sim City* then the *Terrain Editor* is a must. If you haven't, go and buy them both. It's an unmissable experience. STOP

GRAPHICS	90	ADDICTIVENESS	93	OVERALL 90
SOUND	0	EXECUTION	91	



WE'RE FIT, WE'RE ALIVE, BUT WE'RE NOT BACK HOME
LOST
PATROL
"Polished until it sparkles, The Lost Patrol features animated screens the like of which we've never seen before"
The Games Machine
1965
JUNE
Monday
Tuesday
Wednesday
Thursday
Friday
We were glad to be going home —
seven survivors all looking forward to
a real cup of coffee, a piece of mom's
apple pie, and then it happened — our
chopper took a hit, our pilot managed a
crash landing — but he won't be
singing "I Love Lucy" again
We've been foot-slogging a wide, flat trail
but it's slow, dangerous curves are flanked
by impenetrable bush. I know Charlie
knows we're here — maybe we can surprise
him, maybe not — that's just one thing
that helps our insomnia — that and the
psycho in my squad — I gotta figure out
who it is before the morale factor
becomes our worst enemy
Jungle Warfare
ocean
AMIGA
ATARI ST

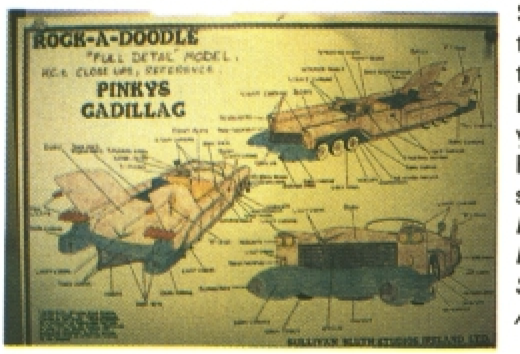
BLUTH MOVIES





Heee Heeee, tikki tikki tak, BA-BOOM! Yarooo! *David Wilson* went to cartoon land to visit the studios of Don Bluth, the motive force behind *Space Ace* and *Dragon's Lair*, to fathom his future plans for interactive cartoon games.

Hee hee! I'm off to Dublin to visit Don Bluth's studios with thirteen other 'journos' and I'm going to see *All Dogs Go To...* um, sorry, to report on the state of play of interactive cartoons. You see, Don Bluth's Studios, the people behind movies like *An American Tail*, and *All Dogs Go To Heaven*, are the parent company of Sullivan Bluth Interactive Media (or SBIM), the guys that brought you (via Readysoft) *Dragon's Lair* and *Space Ace*.



Right, I've packed my 'overnite bag' – now to catch the Dublin plane. Erm... what's that big customs man doing with those Marigolds? *(Rubbery sound.)*

Hem, hem. When *Dragon's Lair* first appeared in the arcades in the early eighties, it was pretty revolutionary. It used laser disk technology, touted cartoon quality graphics and offered punters the opportunity to interact with the main characters' adventures. Since this time, Don Bluth's animation has been brought to home computers and the high standard in graphics has continued. Right, fasten your seat belts 'cos we're about to land and then we can find out just who on earth is this Don Bluth chappie?

Don Bluth was a senior animator at Walt Disney before he left in 1979 with twelve colleagues. They started off working in Don's garage, where they produced the award winning television special, *Banjo The Woodpile Cat* and *The Secret Of NIMH*. In 1984 they were brought to the attention of financier Morris Sullivan, who set up Sullivan Studios Inc. and established the first studio in California. Along with the studio in Dublin, they produced the highest grossing first-release animated feature, *An American Tail*. And the rest, as they say, is history.

Right, let's see *All Dogs Go To Heaven... (No, tell them about Don Bluth's animation concept! Ed.)* Oh alright then. From the outset, the ethos of Don Bluth's studios has been to attain a high graphical standard. In terms of the movies, the aim is to achieve the 'classical animation' of early Disney. This objective has of course been applied to the computer games too and the artwork is produced via traditional animation techniques. The screen artwork is digitised and then 'flipped' to produce the animation effect. Now, can we go and watch *All Dogs Go To Heaven? (Oh, alright then. Ed.)*

"Hurrah!" - thirteen journalists' voices. *(And they all cried at the sad bit in the end. Ed.)*

So where do all the computer games fit into this? Well, Don Bluth's subsidiary, the aformentioned SBIM, were the people behind *Dragon's Lair*, the coin-op storm from the early 80s. Several other machines were planned, but basically the laser disk technology proved to be way ahead of its time. The early machines were unreliable and arcades had problems repairing them! So SBIM now decided to turn to the home computer market.

They employed Readysoft to convert Dragon's Lair. It sold billions, everyone gasped at the splendour of the graphics but groaned at the quality of the gameplay. *Dragon's Lair* was followed by *Space Ace*, and now by *Dragon's Lair: Escape From Singe's Castle*. Speaking of which...

... Here's Don Bluth's third game and the second in the *Dragon's Lair series*. It runs in its entirety on a one Meg Amiga, or without sound or death sequence on the 512K machines. It also boasts random 'flipping' (so that repeated events may not happen in the same order, or may be mirror images) and multi-tasking. It can even run with *Dragon's Lair*!



Anyway, the question you all want answered is: has *Escape From Singe's Castle* learned from the 'brilliant graphics, shame about the gameplay' response to its predecessors?

ESCAPE FROM SINGE'S CASTLE

AMIGA

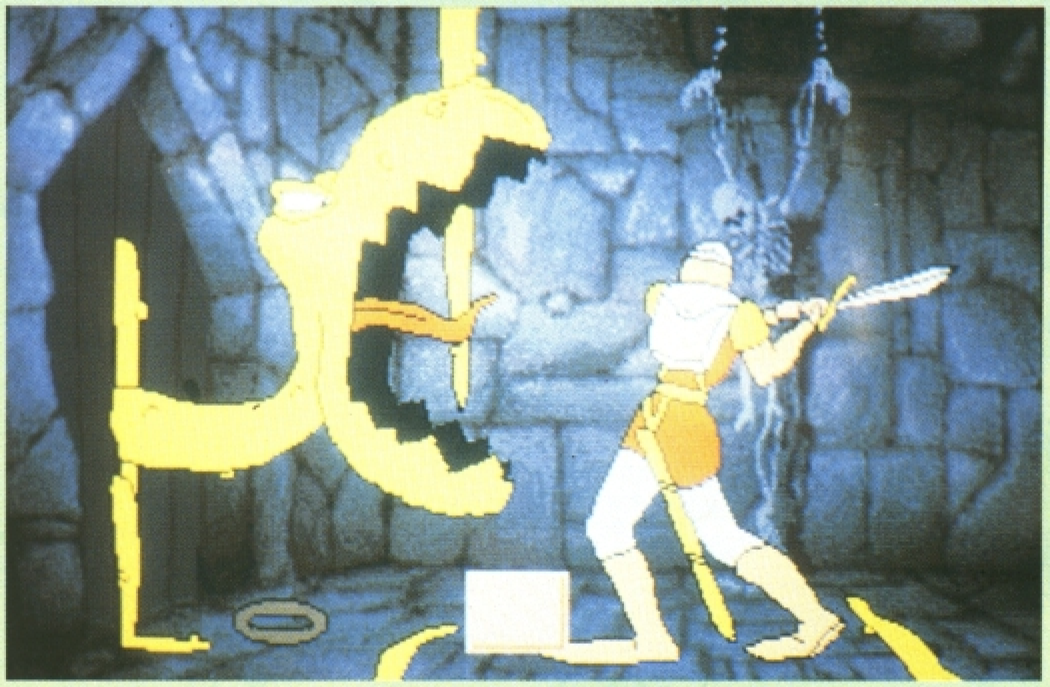
David: Er... No. When I first saw the brilliant graphics in a Don Bluth game – I almost swallowed my plastic haddock biro! Still, after the excitement subsides, you come to the basic dilemma – a game with beautiful graphics, limited gameplay, five disks(!) and retailing at a whopping 45 sovs! (Mind you, as Ken – our Work Experience chum – pointed out, that's nine pounds a disk! Thanks, Ken.)

Some people can finish it in 30 minutes or so – and others can't get past the first screen. These two camps ensure that people will either hate or love it, but at the end of the day, what it boils down to is a graphic treat with very one-dimensional gameplay. You either perform the correct move at the correct time or you die. Ho-hum. To make sure you get the best from this kind of game, you are much better off watching a friend play! The amount of concentration you will need to time a precise joystick move means you miss the splendid cartoon action.

I conclude then, that in this form although the graphics are light years ahead, it's the gameplay and lastability that are the most crucial factors. Since both are lacking, the overall mark for the game has to be low (which is a shame in the light of its technical merit, but more justifiable in view of the price tag).

HASSLE FACTOR: 2
Five disks with accessing each time you lose a life, and sometimes in mid animation. Ho hum.

GRAPHICS	ADDICTIVENESS	SOUND	EXECUTION	OVERALL
97	87	85	65	68



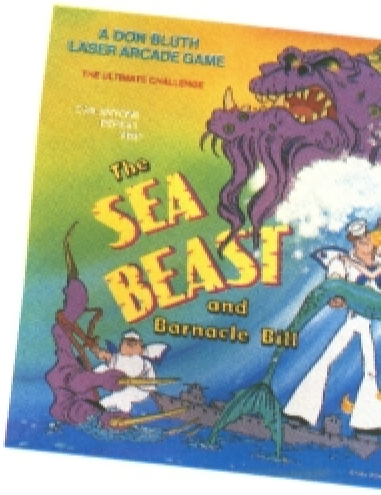
WHAT'S WHAT

TITLE	Dragon's Lair: Escape From Singe's Castle
PUBLISHER	Empire/
PRICE	£24.99/£44.95/£44.95
FORMAT	ST/Amiga/PC
RELEASED	Amiga out now/ ST and PC to follow



Notice we qualified our conclusions with the phrase 'in this form'. Are Don Bluth games likely to end up in a more playable configuration? Read on...

Riding on the tide of excitement generated by the arcade *Dragon's Lair*, several other arcade machine titles were planned. Unfortunately however, when the market fell out of the bottom... er, sorry, I mean when the bottom fell out of this market, a lot of these titles had to be shelved. These are now destined to appear straight onto home computers. They will include the following titles: *Dragon's Lair II: Time Warp*, *Dragon's Lair: The Legend*, *Dragon's Lair: The Crochet-Work Toilet Seat Cover* (er... actually I was lying about the last one) and *Space Ace II: Borf's Revenge*, not forgetting of course SBIM's next project, *The Sea Beast And Barnacle Bill*. And there will also be the computer game of *All Dogs Go To Heaven* (hurrah! – just imagine having all the fun of the movie without any of the twee songs!). Oh, and they are also going to produce games for the Nintendo and Sega consoles. That'll keep you consolers happy, eh?.



***Sea Beast* is the next project. We're promised it will be much more interactive and that you'll have a greater number of options. (In short, the gameplay will be greatly enhanced over the earlier efforts.)**

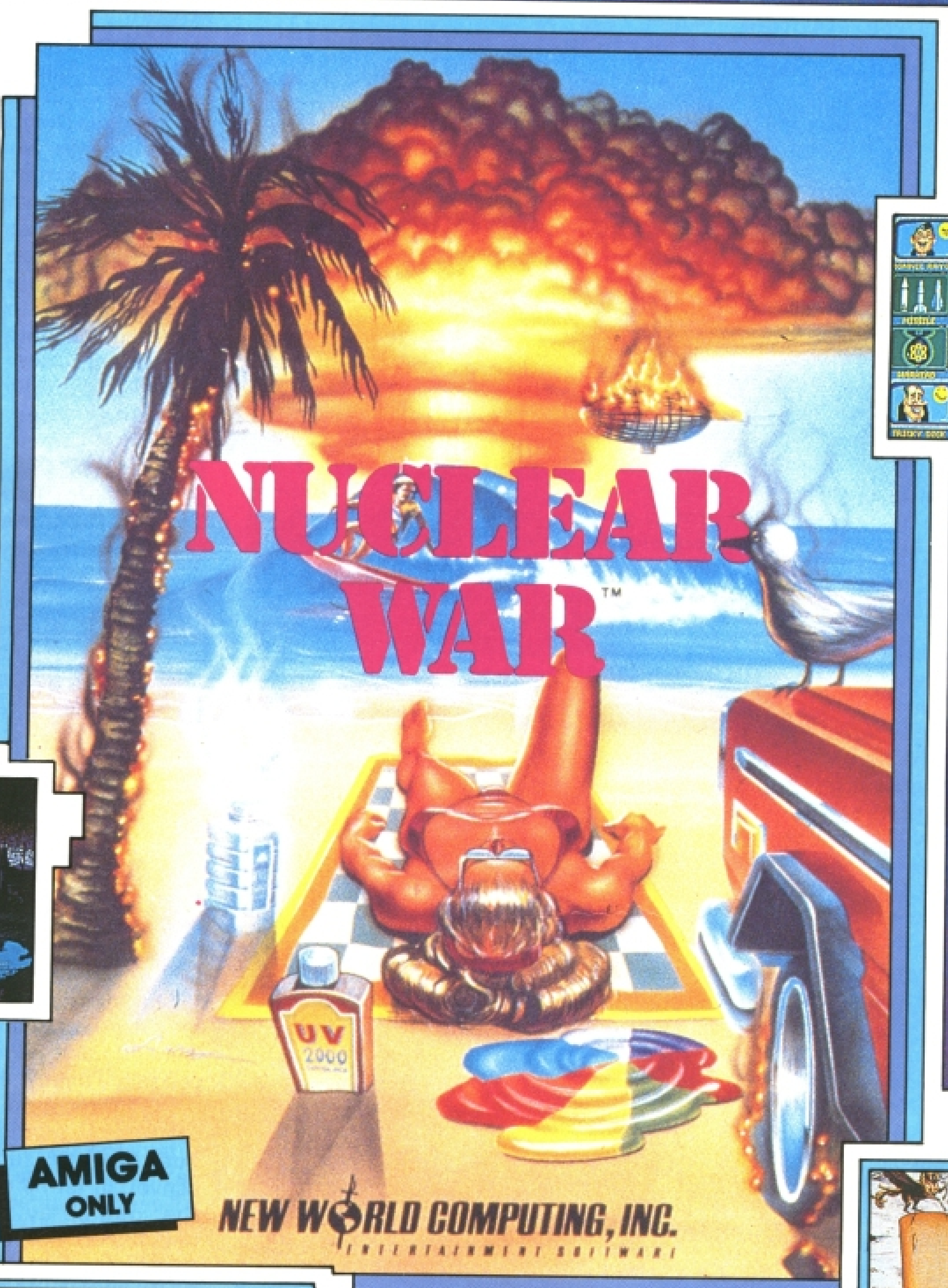
In terms of the far distant future, SBIM are very excited by the potential of CD technology, both CD-ROM and CD-I (Compact Disk Interactive). In terms of the gameplay, I decided to corner SBIM's producer Rick Van Ysseldyk and ask him about this rather hoary old chestnut. Basically, Rick admits that the gameplay is totally linear – perform one correct action and move forward, or anything else and you'll initiate a 'death sequence' – and he puts this down to the fact that the games until now have been arcade conversions. *Sea Beast*, however, although destined for the arcade, never actually appeared and so will be written to cope with the individual capabilities of the computers in question. Only time will tell.



This will be SBIM's bid for the 1990 Christmas hit slot. *Dragon's Lair* is shaping up as having more episodes than *Brookie*!

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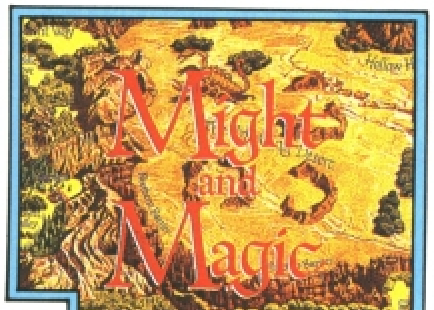
Nuke'em till they glow. As the supreme leader of a powerful nation your goal is complete world domination, but your adversaries are many and cunning out to toast your bones. Tricky Dick and Ayatollah Kookamamia are just two of your 'orrible opponents in this wacky strategy game.



MIGHT AND MAGIC™

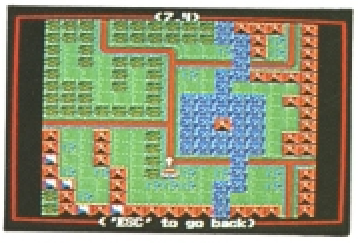
What is the secret of the inner sanctum? We'd love to tell you. We really would, but discovering the secret is what Might & Magic is all about. And it won't be easy. You'll cross oceans, climb mountains, search castles and dungeons all in 3D perspective. You'll find the challenge rewarding, you'll find the combat exhilarating, you'll find the quest enthralling but you might not find the secret of the Inner Sanctum.

CBM 64/128 DISK
IBM PC & COMPATIBLES



CLUE BOOK available

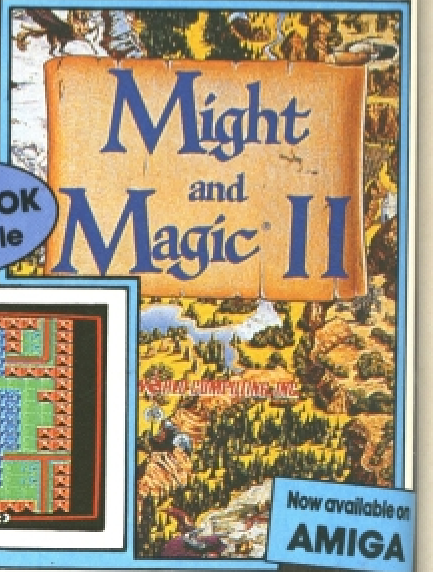




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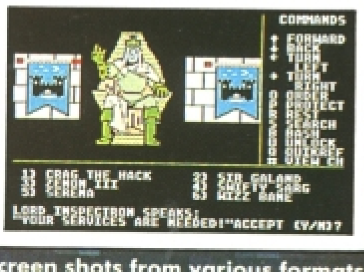
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Screen shots from various formats.

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CAM ON DOWN, THE PRIZE IS RIGHT!

WIN A CAMCORDER WORTH 700 SQUIDLIES!!! AND 10 COPIES OF US GOLD'S *ITALY '90!!*



Everyone's football crazy at the mo, aren't they? The latest to join the World Cup bandwagon is US Gold whose *Italy '90* game is currently being programmed by Tiertex. The emphasis is on playability, but as you'd expect from US Gold, the game will also be very polished.

Fancy a pre-cup warm up? Then take on a chum in a 'friendly match' before the real thing. *Italy '90* will then let you take charge of any of the participating World Cup teams! Choose Brazil and you'll have a fair old crack at getting to the final. Choose Cameroon on the other hand and er... you probably won't. There's also an authentic draw and the fixtures decided upon will take place on the dates and in the actual stadia as the real life counterparts! You could even play it alongside the actual event! Gad.



RULES

● The Ed's decision is final. Don't argue or you'll face 'relegation'.

● All entries must 'cross the goal line' by June 30th, or it'll be 'bin-jobs'.

● Any members of US Gold or Dennis One Shots found entering this compo will be out of the running for the cup (or any other prize for that matter).



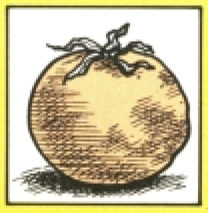
To celebrate the launch of *Italy '90,* US Gold has stumped up a very special prize for one lucky ZERO reader! Yep, cast your eyepiece over this hi-tech modern marvel! It's a Phillips VKR 6843 VHS Camcorder – the very latest model, hot off the presses. It's got a 6x magnification power zoom with macro capability, and it's compatible with existing VHS systems, it's compact and lightweight (1.3Kg, in fact), it comes with an accessories pack and it retails at 700 pounds!! What an absolutely brilliant prize, eh?

Still, second placed punters won't be too disappointed, because they'll get a copy of *Italy '90* itself!

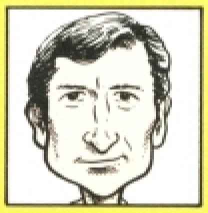
Winning couldn't be simpler too. All you need to do is to study the 'spook' World Cup facts printed below. Four are completely true, and one is wholly false. All we want you to do is identify the fictitious fact, jot it down on the coupon below, fill in your name, address and computer format, then bung the whole lot (on a post card preferably) to **World Cup Camcorder Compo, ZERO, PO Box 1509, Enfield, Middlesex, EN1 1LQ.**



FACT 1 Danny Blanchflower, as skipper of Northern Ireland, once told startled reporters that his secret tactic was 'to equalise before the opposition scores'.



FACT 2 After the 1958 Argentinian squad was beaten twice in the finals, they were met at Buenos Aires by crowds who pelted them with stones and rotten fruit!



FACT 3 The winning goal in the 1930 final was scored by Nathaniel G. Sprogget for England against Lithuania. Remarkably Sprogget had only one leg.



FACT 4 The first World Cup was nicked while on display at a stamp show in Westminster! It was later discovered under a hedge in London by a dog called Pickles.



FACT 5 The fastest goal ever scored in a World Cup competition was scored by Bryan Robson 27 seconds into the match between England and France in 1982.

Pah! You can't fool a World Cup buff like myself, the False World Cup 'Spook' Fact is quite obviously number ....

Name..............................

Address..............................

.... Post Code..............................

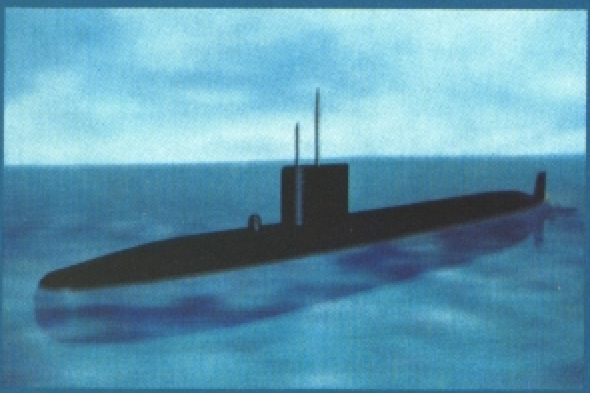
My computer is an ST◯ Amiga◯ PC◯ (Tick as appropriate).

ARTIFACTS

***Ian 'Lost Patrol' Harling* takes a break from setting 'bullet up the bot' mantraps to investigate how you go about getting a job doing whirly TV graphics...**

Computer games are hitting the big time again – what with consoles and CDI, things have never looked so exciting. So you'd imagine there'd be enough work for graphics artists and programmers out there to last until at least 23rd June 1997. Yes? Erm... no, actually.

The schoolboy teams who write games between homework and pimple squeezing are becoming a thing of the past. They're being pushed aside by businessmen who buy in 'product' and see programmers as a sadly necessary evil. They prefer their workers in-house where



All together now: "We all live in a... erm... computer graphics submarine."

longer hours can be imposed and royalty payments are almost non-existent. Most game development is done by big name development houses now – and getting work with them is pretty tough unless you've already written a game or two. It's the old 'Catch 22' situation – you don't get work unless you're experienced, you can't get experience unless you've worked.

Publishing now requires the kind of money obtained by insuring elderly relatives for large amounts and letting them take blindfold strolls on the M4. (Don't try that one at home.)

But all is not lost! The applications of computer graphics are multifold. Computer-generated art turns up in newspapers, TV, films, you name it.

So you're talented and can't get work in the games industry? I decided to talk to a man from the Beeb...

My first stop was the new BBC post-production building in Bristol. We're talking major elegance here. The foyer alone is big enough for two squash courts, with more decorative chrome than a Harley Davidson factory. Once there, I spoke to the very amiable Mr James Hall, just one of the fourteen artists/designers in the BBC Graphics Department. Though I didn't get as far as actually seeing the graphics studio ("Busy, very busy...") or taking any photos ("Hmm, better have a word with publicity first."), James was quite helpful in a cagey kind of way.

THE GISSA JOB INTERVIEW

James: I can't give you any technical information. We just use the paint-box and the engineers take care of the rest.

ZERO: Oh, okay. If you could start then by telling me what you do here? Animation? Those lovely, whirly 3D bits like on the Smartie ad?

James: Erm... no. That kind of thing is always farmed out to the various companies who specialise in those areas. We would storyboard it from the outlines given to us by a producer, then pass it on. We have to be on top of all the new technology and know where to go to get the best people for any job.

ZERO: And no whirly bits?

James: *(Frowning)* Sorry. Our job here is very broad, computers only play a small part in what we do. There's as much work done here with plain old pencil and paper as anything else. Our function is to give advice on general design and do any titling, maps or diagrams that might be needed for a programme. If they've been sloppy on a shoot *(BBC talk)* and left a microphone or something in shot that shouldn't be there, we can take it away a frame at a time with paintbox. We do some special effects here, too...

ZERO: *(Jumping up and down on chair)* Special effects? Wow! Like what? Anything we ZERO readers might've seen?

James: No, not really.

ZERO: Oh. *(Sigh)* Well if I wanted a job here. What would I have to do?

At this point James gives me a look which says that my *chances of working at the Beeb are equivalent to the survival chances of a snowball in Hell.*

James: *(Recovering composure)* We-ell, you'd preferably have an art degree or a good background in design. And of course an interest in TV and films. You couldn't just walk in and become a paint-box operator without experience. But what it boils down to isn't just technical expertise – all our equipment is only as good as the people who use it. We just want talented staff with a good imagination. We're ideas people, first and last...

Cut to: me leaving the building to the tune of 'Land of Hope and Glory'. A tear in my eye, a song in my heart, but largely none the wiser.



GRAPHICS FROM HEAVEN

My second port of call was one of the kind of studios to which the BBC farms out work – Halcyon Design of Bath. At this small but perfectly formed studio in a rather tasty bit of the city, I spoke to that well known anagram Fabrice Le Roux (no relation to Danny).

Though he had no computing experience, he put together his archaeological thesis on an old BBC 'B' machine, using wire frame graphics to show uneven sedimentation at a cave site (yawn). His interest in computer graphics thus fired, and armed only with an Art 'A' level, an archaeology degree and an understanding bank manager, Fabrice took a TV Graphics training



Fabrice practising for a job as a *Blue Peter* presenter.

course with the now-defunct SMV. It wasn't long before he decided to go freelance and (having disposed of all available elderly relatives on the M4) get his own studio.

In the four years since opening he's made various corporate videos and training films for people like BA, Westland and Taunton Cider. His favourite work is technical diagrams and he also has a thing about oil rigs. Very Freudian.



Tally ho! I move across five frames of background. It's all spiffingly spline based, then rendered to give texture.

To explain what his £100,000 set-up could do would take pages, but just by way of an example, Fabrice turned a page of Hi-Res text into a large, ray-traced sphere lit from two light sources (which were picked from a choice of twenty types) and textured it – all in about 90 seconds! I use the exclamation mark to show that this is 'a-very-clever-thing-to-do'. (All further 'clever-things-to do' may or may not be followed by exclamation marks.)

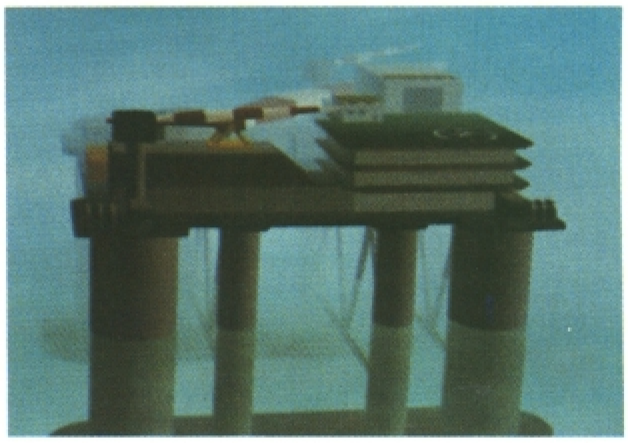
He can render spline based landscapes, rotate 3D models of space-craft and erm... oil rigs! Leap tall buildings in a single bound! The stuff he can do is *awesome*!

Funnily enough, Fabrice didn't find all of this as interesting as the flight sims which he plays constantly on his two PCs. What this man doesn't know about aircraft detail is not worth knowing. He's also doing his own flight sim design which he's hoping to sell to one of the major companies. Anyone interested contact me here at ZERO. Put me down for 10 per cent, Fabrice...

Right, me hearties. I know I should be feeding you all sorts of technical stuff here, but really there's no point because a) it's boring, b) I didn't understand it and c) what the whole thing boiled down to was just this: although these guys are using 100s of pounds' worth of equipment, their techniques are much the same as on *D Paint II* or *III*. They placed the emphasis of their jobs firmly on skill as an all-round artist and modeller, not a technical whiz with a fat wad.

I even went to the HTV studios and was told that exactly the same requirements apply to in-house artists there. So, I'll just leave you with Fabrice's advice for approaching TV companies: "Keep the sun at your back and load your rifle with..." No, hang on, that wasn't it. Erm... Here we are:

"As well as having a good portfolio of computer art, do a selection of diagrams, maps and pie charts (yummy!) for



Alarming proof of Fabrice's curious penchant for oil rigs.

business presentation. It would also be useful to do a storyboard or two for fictional animation sequences such as the Channel 4 logo. This is the kind of thing you'll be asked to do all the time. I also recommend that you read *Television Graphics* by Douglas Merritt and anything similar you can find."

"Remember that in this business there are queues of talent to fill every vacancy. If you can gain hands-on experience through night school or studio courses, all the better. Then it's all down to hard work and perseverance."

So there y'have it. Sounds like we're down with a chance then. Don't forget that along with pro-broadcast work, the portable camcorder has also had a bit of a boom of late – and someone, somewhere, has to title all those 'Sunday in Clacton' and 'Our Tina's Wedding' home videos. There are lots of little studios nationwide, any one of which might just need your services...

PAINTING BY (VERY EXPENSIVE) NUMBERS

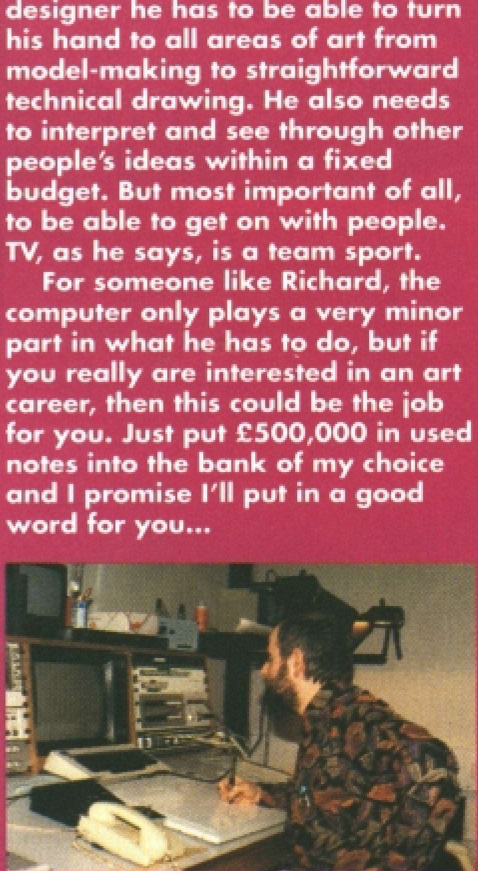


● Somewhere in the tasteful shadows 'twixt the Eric Bristow impersonator and the monitor can be found the Quantel Paintbox V. Here followeth the mouthwatering jargon: 185 Mega Byte picture store, optional 1.2 *Giga* Byte Winchester hard drive, a million colours on screen from a legal palette of 16.7 million. Golly, it's even better than the Amiga A500! Raytracing and rendering is almost in real time and the machine has all the facilities of the humble *D Paint II* – except better of course...

At HTV (Harlech Television, plebs) I spoke to Senior Designer Richard Higgs and finally got to see what the Paintbox system can do.

But, but, but! Richard went to great lengths to reinforce what Fabrice and James had already said. Although the system itself is, erm, quite remarkable, it's the man behind it that counts. As a designer he has to be able to turn his hand to all areas of art from model-making to straightforward technical drawing. He also needs to interpret and see through other people's ideas within a fixed budget. But most important of all, to be able to get on with people. TV, as he says, is a team sport.

For someone like Richard, the computer only plays a very minor part in what he has to do, but if you really are interested in an art career, then this could be the job for you. Just put £500,000 in used notes into the bank of my choice and I promise I'll put in a good word for you...



Now if I can only figure out how to turn the damn thing on...

Harling's the name, art's the game. If you're sitting on anything you think I ought to see (Fnarrrrr!) then send it in and I'll try not to lose it, though ever since I got out of 'Nam I've been a bit absent-minded. Demos, letters, M16 Assault Rifles – I want them all. Particularly military hardware with enormous destructive power. Send in your arty farty stuff to Ian Harling, ZERO, 14 Rathbone Place, London W1P 1DE. Every picture printed wins a prize and a guest pass for the next 'reunion' in Du Hoc.

STOP

THEIR FINEST HOUR



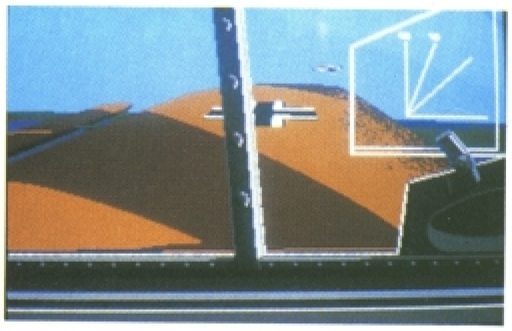
Never in the field of human conflict have so many people eagerly awaited one game. Yep, it's US Gold's *Their Finest Hour* ZERO heroed on PC back in our February ish, and still one of the most prolifically played games in the office! *(I think that deserves a second exclamation mark, actually. Ed.)*! Now its 16-Bit incarnations have finally arrived, *David Wilson* checks out how they fare.



Lucasfilms – US Gold/£29.99/Amiga out now, ST in May (PC version reviewed in ZERO issue 4)

As far as Raymond Baxter and I are concerned, you can keep your Stealth fighters and your A-17 Marmosets. For real exhilaration, you can't top a 'Spit' dating from the golden age of flying when pilots were real men with names like 'Biffo' and 'Spunky', eggs came in powder form and ladies wore gravy browning on their legs. Ah me. Anyway, the thrills and spills of Battle of Britain aerial combat came to the PC first in Lucasfilms' brilliant *Their Finest Hour*. 16-bit owners had already had a taster of this in the prequel *Battlehawks 1942* (aerial combat in the Pacific), but *Their Finest Hour (TFH)* is much improved in size, graphics and sound (and landing too) over that April '89 hit!

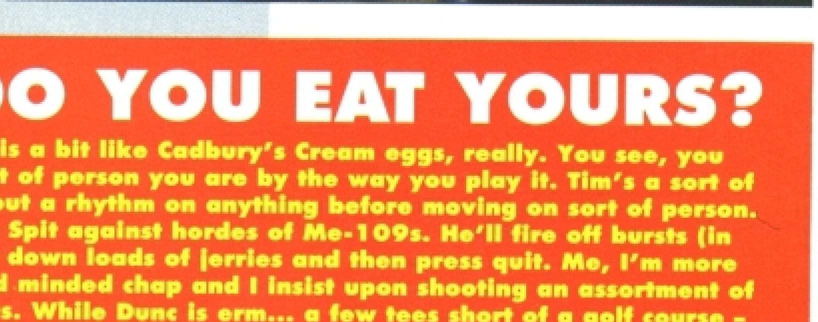
TFH (I know that sounds like a hotel group, but you know what I'm talking about) can be joystick, keyboard or mouse-controlled. However, though back-peddling frantically on a mouse doesn't quite feel right as opposed to pulling back on a joystick, the game played much more responsively with the mouse! Like the PC version, the camera replay facility, all the missions including 'training' and 'campaign' and all eight planes from the humble Hurricane to the hefty Heinkel



are in there. There has to be a catch for the stunning graphical detail and this of course materialises in jerky graphics.

Still, unlike the PC version the sound is excellent as your engine labours in a climb or races in a dive! Furthermore, while I used to steer clear of bombing missions on the PC – because moving from pilot to gunners entailed mood-spoiling disk accessing breaks – the Amiga performs this function in just two seconds. Add this to the fact that you get it on two disks with minimal swopping, as opposed to four or more disks and *TFH* comes up trumps! My sole quirk is that it seems a tad easier than the PC version. Okay it's not as slick as *F-29* or *Falcon*, but it's the best WWII aerial combat game around. It's got tons of atmosphere and excitement and I like it lots.





HOW DO YOU EAT YOURS?

Their Finest Hour is a bit like Cadbury's Cream eggs, really. You see, you can tell what sort of person you are by the way you play it. Tim's a sort of rush in and tap out a rhythm on anything before moving on sort of person. So he prefers flying a Spit against hordes of Me-109s. He'll fire off bursts (in four-four time), shoot down loads of Jerries and then press quit. Me, I'm more of a meticulous, broad minded chap and I insist upon shooting an assortment of bombers and Me-110s. While Dunc is erm... a few tees short of a golf course – he insists on flying a Dornier Do-17 and sitting in the dorsal gunner's slot!

GRAPHICS	88	ADDICTIVENESS	90	OVERALL 89
SOUND	94	EXECUTION	90	


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LETTERS

The ZERO letters page has recently been approved by the British Board Of Earnest Journalists as, quote, 'a very serious organ of public opinion'. So if you have anything of great importance to 'get off your chest', then write a letter To The Ed at the usual address and he might even read it...

BIGGLED IF I KNOW

Despite recent events to suggest otherwise, the F1-11 bomber is not known by any of the names suggested in your 'Biggles' compo. The correct name is 'AARDVARK'. The 'Flying Coffin' is the nickname of the F-104 Starfighter.

As there is no correct answer to your competition you could ditch everybodies entries and keep the prizes for yourself.

P. Bell, RAF Gatow.

Curses, you've seen through our master plan! OK, so most people call it 'The Aardvark' because of the long nose cone. But the name 'Flying Coffin' has been applied to hundreds of planes, including the dear old F1-11. It earned this particular monicker in Vietnam where three out of the first six aircraft sent out disappeared without trace. Apparently a faulty weld on the tail-plane power unit caused the tail to drop off during steep climbs at low altitude. So there. **Ed.**

MR INTERESTING

I have nowhere high to put my joystick, I haven't got a wife (I am 13), I am not interested in building tips or crappy *Rainbow* pyjamas. I have no claims to fame and have no interest in astronomy. To get to the point can I have a ZERO T-shirt?

God, Shoreham-By-Sea, W. Sussex.

We can't run to a T-shirt I'm afraid. I don't suppose by any chance you'd be interested in marrying our publisher? **Ed.**

A RIGHT CONQ UP

I enjoyed reading your review of *Conqueror*, although I am afraid that I noticed a mistake. The review gives the impression that David Braben is the author, which is not the case.

David is a good friend and he gave me access to the *Virus* graphics code which I modified to suit my game. Then I designed all the shapes, and wrote the game code for *Conqueror*, so that the graphics code accounts for about 30 per cent of the final game.

Please could you mention this as I'm keen to have this error corrected.

Jonathan Griffiths, Cambridge.

Sorry about that Jonathan. Unfortunately Macca and Paul wrote their reviews straight after a Shandy Drinking contest and so had a little trouble focusing on the packaging. They've both been severely reprimanded and put on a diet of cold tea and Farley's rusks. **Ed.**

FOREIGN CLOGESPONDENT

Just when I considered stopping buying computer mags, since they were all getting more and more boring, a new mag appeared on the shelf at my local newsagent. I didn't know what happened to me but while reading the reviews I had to laugh at least once every minute. Even now, after five issues, the mag is getting better.

You probably know by now what mag I'm talking about, yep it's erm... wait I've got it here somewhere... I'll look it up... here it is, *The One*... no what am I saying... I've had a dream and it was in it, it's called ZERO. Phew.

All I want to ask is, please DO NOT change the mag into a dull and ugly looking expensive mag about boring subjects like RPG, CD-ROM etc., like *ST Action*, *ACE* and especially *The Games Machine* did.

Edwin v/d Sanden, Roosendaal, The Netherlands.

No need to worry Edwin, plans are already underway to change ZERO into a beautiful cheap mag about interesting subjects like bus spotting and orienteering. **Ed.**

DURHAM PITH

Hi! I have a problem. I own a Acorn Electron. It's so rubbish I can't think of stuff to write.

Anon, Barnard Castle, Co. Durham.

Apparently it's so rubbish you can't even remember what you're name is. **Ed.**

ANGRY OF WIMBOURNE

I own an Amiga 1000 and am extremely annoyed!! I am p*?!*d! off about games being converted from the ST. If I wanted ST quality games I would have bought an ST. Another thing bugging me about Amiga games is the quality of racing and driving games. The Amiga contains a blitter chip that can move large sprites at fast speeds, the 68000 processor, the chopper chip and other delights yet most racing games converted from arcades are disappointingly slow. *Chase HQ* plays faster on my friend's Spectrum than on my Amiga! What's the point in having a state of the art computer when half the programs for it don't use it. We want Amigas for speed as well as graphics. What's the point in paying £25 on a game where you're racing in a Ferrari when you could go faster on a bike? Aaaaaarrrrrgh.

Matt Powell, Wimborne, Dorset.

Good point Matt. But have you ever tried using a bike to run a 250 line program in BASIC? To be honest the results are pretty disappointing. **Ed.**

RIP OFF

I would like to take this opportunity to write to you regarding the so called scourge of the computer industry, The Mail Order Company. There have been many letters expressing dissatisfaction with services offered by these easily set-up companies.

I know the problem only too well having been ripped off for nearly £80 in the past three years. I have written and telephoned to complain to the magazine the adverts were in but have been offered no sort of reimbursement.

The point of this letter is to give an insight to your readers on how to overcome these problems.

1) If an advert looks dubious i.e a PO Box No and no telephone number do not use it, no matter how cheap it looks.
2) Always ask for your first game to be sent 'Cash On Delivery', it costs a little extra but could save you a lot of money. If they won't do it, go elsewhere.
3) Try and use established companies.

Finally I would like to thank Raven Games of London and Telegames of Leicester for a very fast, reliable and efficient service.

Roger Mitchem, Cheltenham, Gloucs.

You've hit a sore nail on the raw nerve here (or something like that). We have a big enough pile of complaints about mail order companies to build a papier maché model of the Eiffel Tower – and some. We'd advise anyone buying a game on mail order to take Roger's advice. But good news! From this issue, we're fully paid up members of the PPA mail order protection scheme. Basically, if you send off for a game as a result of an ad in ZERO and the company goes bankrupt or into liquidation before you receive the goods, then you'll get your money refunded in full. Don't say we don't look after you. **Ed.**

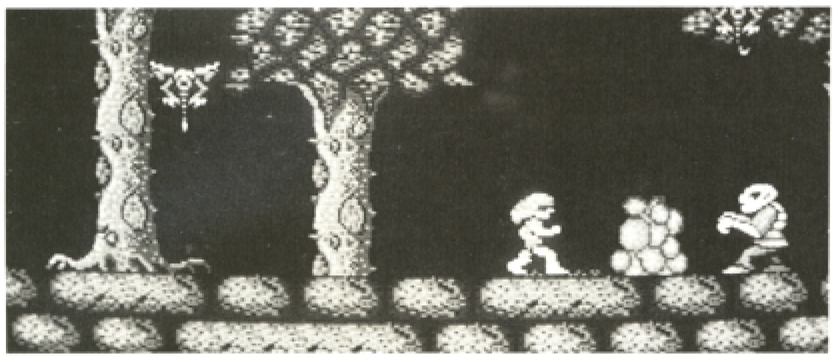
WRITE TO THE ED, ZERO, 14 RATHBONE PLACE, LONDON, W1P 1DE.
Star Letter winners receive a ZERO T-shirt! All letters win a ZERO badge.



THE PRICE I$ RIGHT

What's got loads of gameplay and goes "Chirpy, chirpy, cheap cheap"? It's the ZERO budget game page of course!

BEYOND THE ICE PALACE

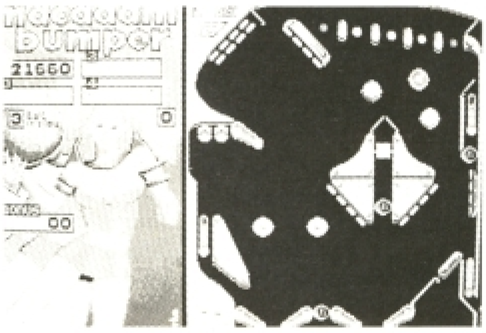


Encore/£9.99/ST & Amiga

David: Hurrah! It's another cheapie from Elite's budget label and it's that old 8-Bit hit *Beyond The Ice Palace*. What we have here is an everyday tale of good and evil in a land of sword and sorcery. For some reason the natural balance of the aforementioned has taken a turn for the worse. Basically the wood spirits got together and fired a blessed arrow into the air. Whoever found it was obliged to undertake a quest to redress this imbalance and this is where you come in. You play a chap who looks like a contestant from the Eurovision Song Contest, with long blond locks and natty green boots in this multi-directional scroller. You get to romp about chucking knives and maces at all and sundry. There are a host of baddies to be exploding (in a manner rather reminiscent of the arcade classic *Defender*) as well as some well tricky platformy bits to negotiate! As mindless beat 'em ups go, this one's better than some of its full price competition!

OVERALL SCORE 82

MACADAM BUMPER



Smash 16/£4.99/ST & Amiga

David: *Macadam Bumper?* That's a funny old name, isn't it? Actually it's a pinball sim, originally a full pricer from French software house Infogrames, and pretty good it is too. Not only does it approximate to the gameplay of a real pin table, but it also features a massive editor that allows you to alter not only all the difficulty factors such as ball 'elasticity'(!) but also to design your own table and even to design your own artwork to decorate it with(!!). Sounds good doesn't it? So what do you actually get to start with?

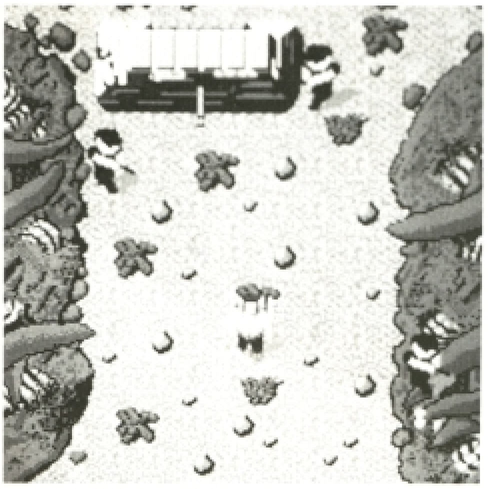
Well, you get the one predesigned table top. It takes up half a screen – the other half represents the artwork and score slots. Up to four players can play and control is by mouse. The buttons represent the flippers and moving the mouse shakes the table. Mouse control detracts from the realism a bit and it would have been nice to have been offered more predesigned tables, but Pinball nuts will be in their element with this little number at this little price!

OVERALL SCORE 89

IKARI WARRIORS

Encore/£9.99/ST & Amiga

David: Here's the budget release of *Ikari Warriors*, the conversion of the SNK coin-op of the same name. It was (and indeed still is) a souped up *Commando*. The main differences are that you can have one or two players, simultaneous horizontal scrolling and that you can actually hop into enemy tanks and use them for your own ends.



This game was massive when it came out and has spawned two arcade sequels. Well, that's all very well and even bearing in mind the new features that *Ikari Warriors* boasts, I found it no better than *Commando*. In fact I think I'd much rather play the original. The two heroes are Rambo clones complete with dinky red headbands and as they battle their way up screen, the little white blobs (that represent bullets) slowly move about all over the shop (or at least in the eight joystick 45° angle directions). Hit a baddy and he'll perform a rather cute little pirouette! Hmm.

OVERALL SCORE 68

BLOODY KIDS

Smash 16/£4.99/ST & Amiga

David: It's those *Bloody Kids! (Pardon your french, I'm sure! Ed.)* Culled from the comic strip of the same name, which regularly appears in the magazine *Skateboard, Bloody Kids* is a cartoon skateboard sim that gives you control of three characters. There's a skateboard assault course with ramps, cones and drains to fall over before you venture into the 'real world' in search of employment. Once you're on the street you'll have all manner of obstacles to avoid including flashers, bulldogs and the dreaded PC Big Nose. You can go into the shops that line the streets by stopping next to them and pressing fire. This will enable you to buy food, barter for a job etc. It could also end up with you being sworn at! If you're a fan of the cartoon strip, then you'll probably know what to expect and like the result. For the rest of us it's really a pretty basic skateboard sim that might not look too out of place in the Codemaster's stable.



OVERALL SCORE 69


Magnetic Scrolls
Graphics
Game
Curiouser and Curiouser...

CRYSTAL TIPS*

*AND ALISTAIR

Crystal Tips – just the dose for those trying moments with your trainspotting buddies. Yes indeedy, *Rainbow Islands, Chaos Strikes Back* and *Treasure Island Dizzy* all hacked to bits, not to mention all the other goodies in Gutless Gully, Kelly's Heroes and Improve your Hex Life. We're just too generous for our own good.

RAINBOW

TIPS BLITZ

It's cute and cuddly and your sister keeps screeching 'Oooh! Isn't that caterpillar sweet!', but *Rainbow Islands* is one of the most addictive, frustrating, maddening, annoying Aaaargh! type of games ever. Fortunately *Sean Kelly's* on hand to help you kick caterpillar ass.

I hate this game. It's prevented me from sleeping and eating for the best part of a week now, and it's driving me barmy. I'm a vegetarian but believe me, if I ever met any of the cutesy little insects from level one of this game in real life, I'd roast them alive after pulling all their legs out, and then eat them with a salad whilst screeching "Look cute now you b*******s" at my plate. But I'm not here to whinge. I'm here to give you the lowdown on thrashing this game to within inches of its life. No mean task, I can tell you. I'll kick off with some general hints that apply to all levels first of all.

RAINBOW WARRIOR

Mastering all the aspects of your only weapon, the rainbow, can have some surprisingly useful effects. It's a simple weapon, but used properly you can bash just about anything that's chucked your way. Here's the guide to help you feel completely over the rainbow:

Climbing Rainbows

This is one of the easiest things to master and it's also one of the most important. Throw a rainbow, then walk up it to the highest point, throw another, walk up that and so on. You'll pick this one up as you go along, but by Monster Island you need to be able to do it pretty fast 'cos the crappy, titchy platforms that you're getting by this stage are blimmin' useless and no mistake. Even on the earliest levels, if you're pushed for time and the water's rising, this is the fastest way of getting to the top.

Throwing Rainbows

Although throwing the rainbows might seem straightforward, you can actually use quite a number of strategies, all useful throughout the game. The standard chuck will kill anything it comes into contact with, and reveal any hidden fruit or bonuses that happen to be lying around. That's not all there is to the rainbows, however. Most of the enemies on all levels can be converted into jewels or rainbow pots by careful rainbow chucking...

Trapping and Jumping

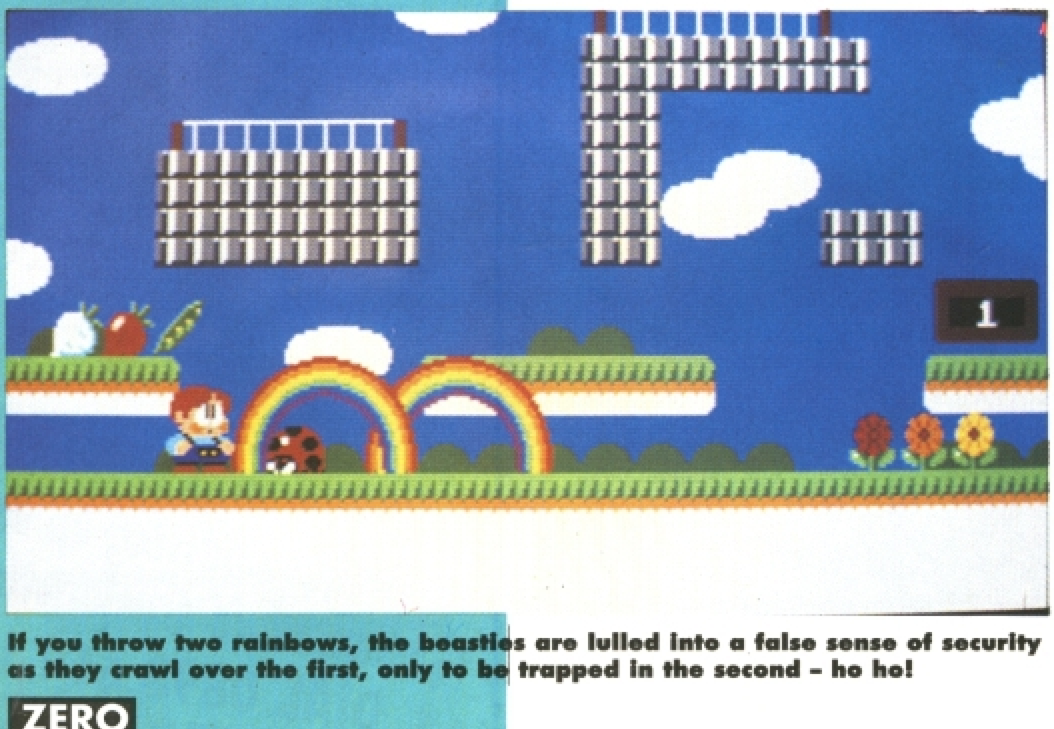
If you throw a rainbow that actually traps an enemy and then jump onto the rainbow to destroy it, the enemy will spin into the air before landing as either a jewel or pot. You then have about five seconds to collect them before they disappear. This is a very useful tactic when the enemy is working its way down towards you, because as the angry insect always follow the quickest path to reach you, you can throw the rainbow over the area where the beastie will land before it actually gets there and trap it. If you throw two rainbows when an enemy is walking towards you, they will walk over the first and become trapped in the second.

Throwing down

This ploy is particularly effective if you have a triple rainbow. Anything beneath a collapsed rainbow will be killed and converted into jewels or pots. The thing to do is walk up about three sets of rainbows and then jump on the rainbow to collapse it. Then leg it around to collect all your goodies.

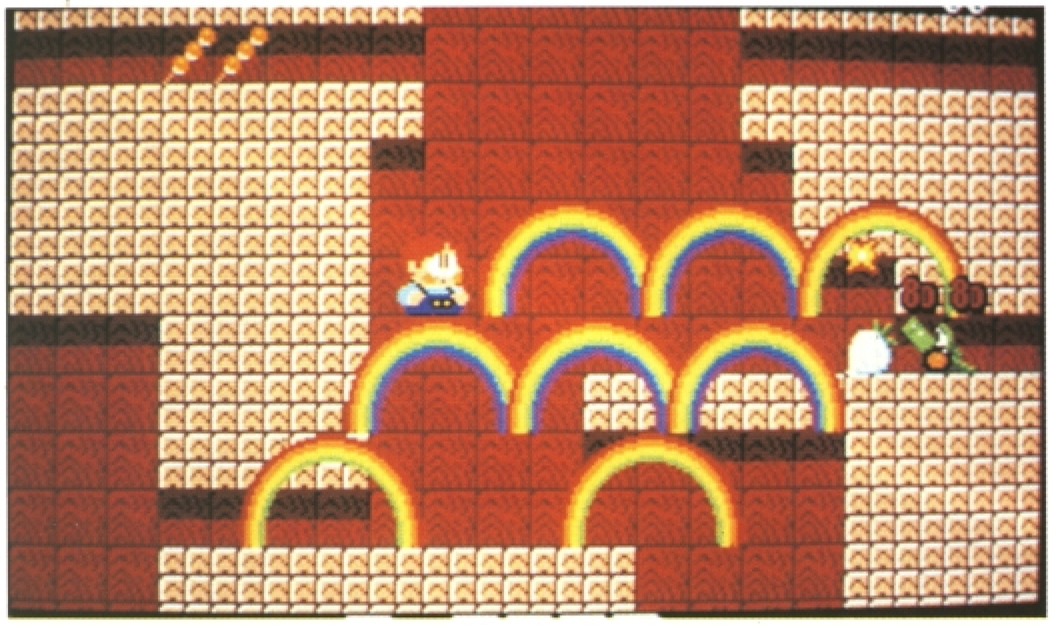
Throwing up

Nothing to do with carrots 'n' cream deposits in toilets, you'll be glad to hear, but to do with the fine art of throwing rainbows into the air to bash enemies. This is very tricky to master and you will need to spend a good few games getting killed with alarming regularity before you can do this with any accuracy. If you throw a rainbow just below an enemy,



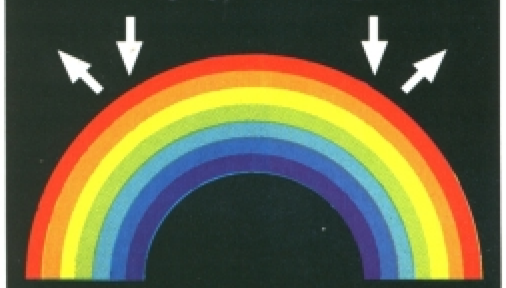
If you throw two rainbows, the beasties are lulled into a false sense of security as they crawl over the first, only to be trapped in the second – ho ho!

ISLANDS



By jumping up onto the next rainbow, Bub will destroy the cannon underneath.

If you jump onto the top of the rainbow and you're facing left, the gem will fall to the left and if you're facing right, to the right.



To get the gem on the left, jump onto the left side of the rainbow. Jumping on the right will flip this gem over your head to the right.

or so that it flies into contact with the rainbow and then jump up and destroy it, the enemy will be converted into goodies. Once mastered this strategy can be used on just about any level to make your advance that bit easier.

STARS

Occasionally, you will come across yellow and red stars. When hit, the yellow ones will send a semi-circle of stars spreading upwards, which will destroy everything they hit. The red ones are better, sending out a full circle, up and down. Again, with careful timing, these can be used to brilliant effect in getting rid of billions of meanies in one foul swoop.

JEWELS

When bashed, certain monsters will release jewels. On each level, there are seven different coloured jewels to be collected, one each of red, orange, yellow, green, blue, indigo and violet. Once one of each colour has been collected, you get an extra man, a dinky little tune and a nice display of rotating jewels. The extra man is the major bonus.

COLOUR BARS

Ever got to the stage where you have six different gems, but no matter how many gems you make, you can never get the missing one to complete the set? Believe it or not, everything in *Rainbow Islands* is logical, although it's never the most straightforward logic by any standards. It is possible, with practice, to get exactly the colour of gem you need.

The screen is divided into seven vertical bands and, whichever of these the thrown object lands in will determine the colour of the gem. The bands are, from left to right, red, orange, yellow and so on. But how do you determine which band the diamonds will land in? Again, it's logical, but takes a lot of practice.

Where you actually impact the rainbow will determine the direction in which the object will fly off (see diagram). So, if you want the diamond to end up on the red zone, it's a mixture of trapping in the right place and then jumping on the rainbow at the right point to force the gem to fly in the correct direction. Remember, however, that the gems bounce off the side of the screen, and so can end up in a different zone from the one you intended. If you trap something in the red zone and then jump on it, chances are it will end up in the orange zone. So, if you want it in the red, then you have to trap it in the orange zone and flick it to the left. Similarly if you want the violet gem, then you will have to trap it in the indigo section and flip it to the right. This knowledge should, with practice, help you to get tons of extra men and even further into the game.

BONUSES

There are absolutely loads of hidden bonuses to be found throughout the game, but here's a quick guide to some of the more common ones. I daresay that if you've been playing the game, you'll doubtless have encountered some of these already but probably have no idea of how you got them. This mini-directory should help you. None are really necessary to complete the game but should, when found, make certain levels a little easier...

If you collect eight of the shoes that are occasionally thrown up, Bub (or Bob if you're player two) will grow wings. They don't allow the character to fly but they do make descent a little slower, useful for getting out of tight corners.

Hitting 10 yellow stars will give Bub the Yellow Lamp, which will turn all the hidden fruit into money bags. Should the player manage to kill 30 meanies with the rainbow star, he will be blessed with the Red Tiara, which is rather handy. What happens is that for about 15 jumps, each time you jump you will create the effect of hitting a red star, thus sending out a massive ring of monster bashing stars. If you reach an end of level meanie with this intact, just when it would be incredibly useful, it disappears. Aaargh!!

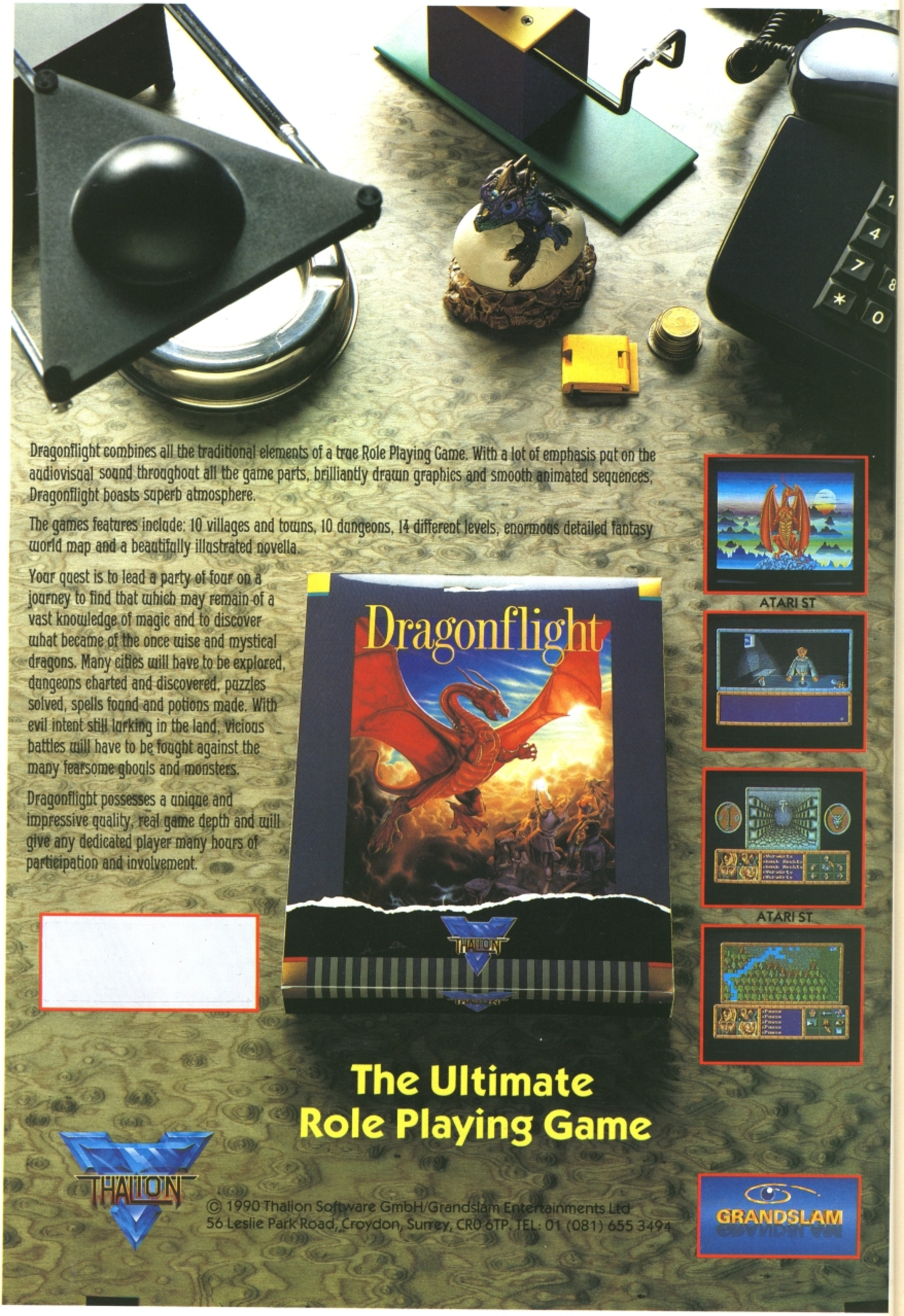
There are also Rainbow Balls, which are four tiny psychedelic circles that surround Bub for a limited time and hit everything that comes near. There are wands that turn your rainbows into chocolate bars, more of a hindrance than a help and 'Twinkle twinkle little star',



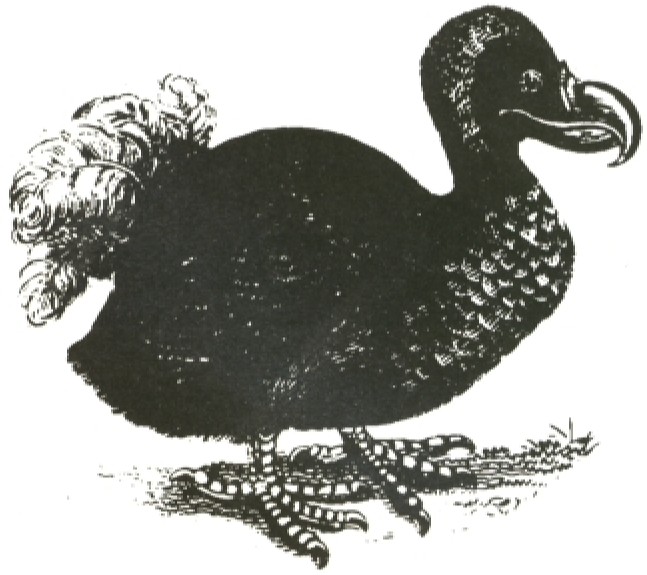
By throwing the rainbow up, Bub can now jump up again to convert the crow into goodies.

which creates a shower of brightly coloured stars which again bash everything that they hit. This one's very pretty, but not as much use as it sounds. In fact, there are so many bonuses in the game that I haven't the space to go into them all, I'm afraid. So if you've got a special favourite which I haven't mentioned here, you can write in and share it with billions of other ZERO readers.

For those still stuck on level one thinking 'Well there's sod all that's any use to me there', despair not, oh ye of little faith. The registers that tot up what you've done in a game don't reset at the end of each game, so the more games you play, the more likely you are to encounter some of the more brilliant bonuses. What are you waiting for then? Get out there my hearties and get monster bashing with Bub and Bob.


Dragonflight combines all the traditional elements of a true Role Playing Game. With a lot of emphasis put on the audiovisual sound throughout all the game parts, brilliantly drawn graphics and smooth animated sequences, Dragonflight boasts superb atmosphere.
The games features include: 10 villages and towns, 10 dungeons, 14 different levels, enormous detailed fantasy world map and a beautifully illustrated novella.
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CHAOS STRIKES BACK



FTL's awesome sequel to *Dungeon Master* has been getting loads of attention in the Crystal Tips mailbag and not all of it requesting help. Here's a selection of some of the rather helpful information we've received this month, mostly from 'Ye Scrolls of David, son of Clifton of Newmarket in ye olde Suffolke' and Richard Jennings from London.

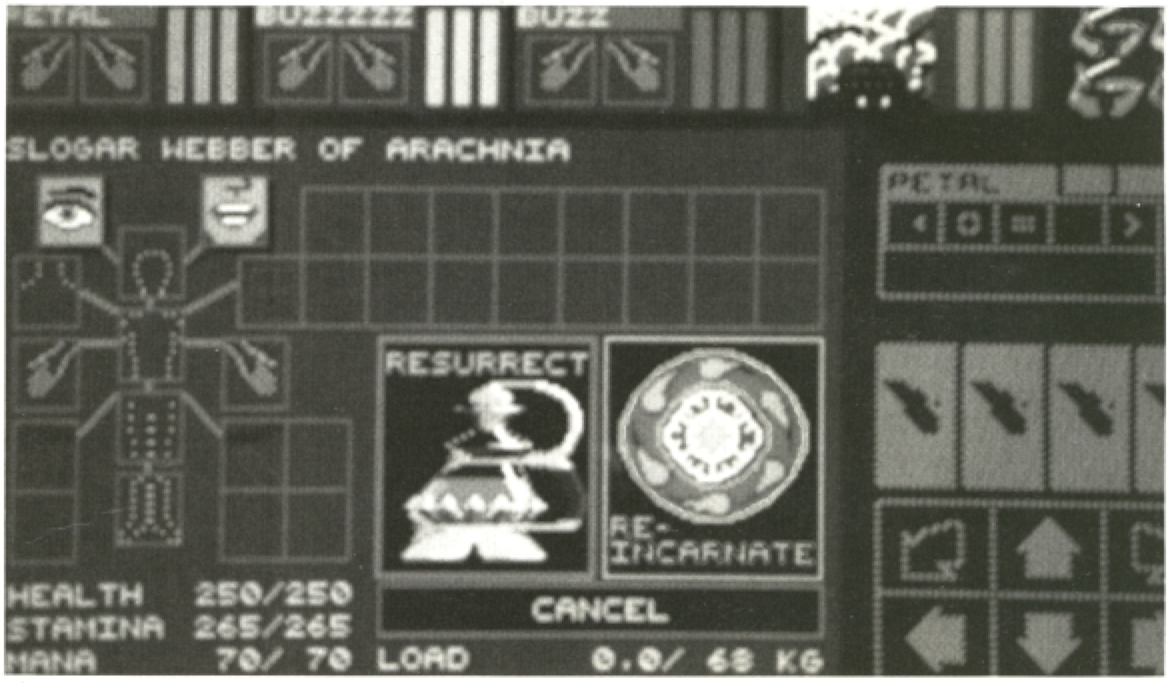
OH YES YOU CAN – OH NO...

First off, let's clear up a little confusion. Ignore what the packaging says, what every other mag says, what John Major says, you *can* load and play *Chaos Strikes Back* without having *Dungeon Master* disks. However, unless you've put in several hundred hours thrashing *Dungeon Master* to death, then there's no way that you're going to get anywhere in *Chaos.*

You don't need the first game, but you do need to have played it to bits, otherwise you'll just get pasted in *Chaos.* That clear? Good. Now to the proper stuff.

PICKIN' A POSSE

You might already have a whopping team of warriors and drunkards on your *Dungeon Master* disks, so you could use those to do battle in *Chaos.* If you fancy putting some new faces in the 'Neasden Dungeon Posse' or whatever, you've got this lot to pick from in the prisons at the start of the game. Take at least two good warriors, an effective ninja and a fighter with good health and strength.



Time to pick your team from the rather unsavoury occupants of the prison.

	HEALTH	STAMINA	MANA	WIZARD	PRIEST	NINJA	WARRIOR
TALON	240	202	85	7	6	7	7
AIRWING	300	189	70	7	6	7	7
AROC	270	200	150	8	7	7	7
LELA	230	230	140	7	8	7	6
PLAGUE	410	150	160	6	8	6	8
NECRO	376	165	128	8	6	7	6
DETH	385	245	77	6	5	8	8
SKELAR	430	270	48	7	6	8	8
STING	300	270	68	6	7	7	7
SLOGAR	250	265	70	6	7	8	8
GRATU	205	261	150	7	8	7	7
MANTIA	200	223	173	8	8	7	6
PETAL	247	250	176	9	8	5	4
BUZZZZ	280	163	180	8	8	5	4
TULA	240	145	137	7	7	7	7
LANA	320	245	121	7	7	7	7
TUNDA	350	305	104	7	7	7	7
TOADROT	250	189	92	7	6	8	7
VEN	207	170	150	7	8	7	5
ALGOR	300	250	80	6	6	8	8
DEMA	320	275	65	7	7	7	7
ITZA	300	245	163	6	7	6	8

4-Journeyman 5-Craftsman 6-Artisan 7-Adept 8-Expert 9-Master 10-Bo Derek

HIDDEN NINJAS

Stand in front of Petal's mirror and reverse into the passageway, sidestep twice to your left and walk forwards through the illusionary wall. Open the door with the switch provided. Down the stairs are hordes of rock creatures, which are best sorted out with an acid cloud spell. Round the corner and up the stairs is another mirror containing Kazai the Shadow Warrior. He's a master Ninja, and just the sort of bloke who's handy to have around when someone starts bullying you.

GENERAL PROBLEMS AND MAJOR WORRIES

Whenever you find an illusionary wall, leave a '1635' spell on both sides to mark it for future reference. Whenever possible, keep a party fireshield on to guard against surprise attacks, and also to help build your priest levels. Remember to search any monsters you kill for goodies. Sometimes you will be transported unknowingly, so try to keep an eye on your surroundings. Lockpicks only seem to work on gold keyholes, and not always with a good effect, so save the game before you go poking around in any holes you shouldn't be in.

DUDES OF THE DUNGEON

A quick guide to what are the best spells to deal with some of the dungeon's bad

crystal tips* CHAOS STRIKES BACK

*and Alistair



I feel this game's taken everything out of me.

guys. Mummies can be sorted out with most fire spells. Oitu, the spider and other creatures are best dealt with by using either fireball, acid cloud or lightning. The Rock Pilers become pretty useless if you use the acid cloud on them. The Sorceror will meet his master by using hand to hand combat as he's impervious to most magic. One of the most effective ways of dealing with the Death Knight is for the back two characters to continuously create health potions, whilst you are fighting. The Ant Man can be scared off by fireballs, ven clouds, lighning bolts and the war cry. Similarly, use the fireball and lightning on the Scorpion. The Gigglers, who don't cause damage but will steal anything you are carrying, are best dealt with by using hand to hand combat or fireballs. Use fireballs on the skeleton and the worms. The flying serpents can be done in with both fireballs and lightning. There are other beasties to bash, but these are the ones that you're going to come across in the earlier levels.

KEY TO THE KEYS

Metal Door: The metal door near to the stairs of the 'Diabolical Demon Director' needs the sapphire key that's found behind the flame monster upstairs. Once you are through the door, use the gold coins in the wall slots to get the goodies from the altar in the wall. There's another gift altar behind an imaginary wall in the same room, so get hunting.

Skeleton Key: Don't use the skeleton key on the Ful-Ya level until you have opened all the skulls on the wall.

Ku Door: When you kill the dragon in the Ku Way, there will be a solid key left, which is used in this door. When is a dead end not a dead end? When it's behind the Ku Door, ackcherloi. When you reach the dead end in Ku, turn to leave and you should encounter Death Knights. Keep walking backwards, and you'll find that the wall opens to reveal a long and verrrry interesting passageway. This will eventually lead you to the Ku Corbum pillar. Hurrah!

Neta Door: This door needs the turquoise key found on one of the Neta Levels. The Neta Key fits the door where you trap the skeleton behind the portcullis. You'll need timing and lots of fireshields to get the corbum. If you jump down one of the pits on this level, you'll discover a dragon trapped behind three pits. Be careful which pit it falls into when you kill it, 'cos otherwise you could find yourself trapped.

Dain Door: You will need the ruby key, which you will find in the snake chamber on one of the Dain levels. Once inside this one it's dead easy to get the corbum.

Ros Door: This one needs the emerald key, found in the imaginary wall/dragon section on the Ros levels, after you take the torch from the holder revealing the mummies and hidden level.

That lot should keep you happily hacking away for a little while. I've got quite a wad of info and help for this game, so if anyone wants more help, or is stuck at any particular point, just keep the letters coming.

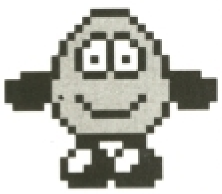
CRYSTAL TIPPERS

Software goodies ahoy! Next month will see the introduction of something special to Crystal Tips, which will mean that everyone and their donkey will be trying to get their tips into ZERO. So get mapping, tipping and game bashing and keep 'em coming good 'n' strong to Sean Kelly, The Crystal Tips Cupboard, at the usual address.

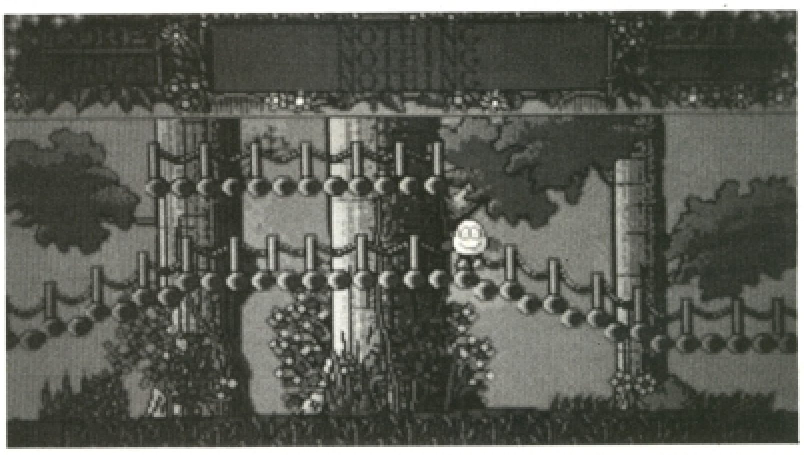
TREASURE ISLAND DIZZY

Believe it or not, I've had more letters about this game than any other apart from *Future Wars* and seeing as we printed the complete solution to that ages ago, I thought it was about time I gave some help to the eggheads stuck with Dizzy on the island. Just for you, here's a guide to what to do with what, where to do it and when.

You might not realise, but you can walk on the clouds, although you will need to perform some pretty suicidal leaps off the edges of the tree house complex before you can reach them. Falling onto any of the birds is to be advised, 'cos it converts them into a gold coin. Hurrah with a yip and a yup and whoopidy do! Remember that a lot of the coins are hidden, so make sure you examine everything on a screen before heading off to the next one.



The empty chest is used as a step to get up the wall to the left at the start of the game. The magic stone should be dropped underneath the totem pole. The snorkel should be used whenever you go into the water, and the saltwater crowbar must be dropped on the moving rock in the water. The dynamite and remote detonator are used at the rockfall on the far left of the island, the dynamite left next to the rockfall whilst you retire behind a rock and use the detonator. Give the shopkeeper the gold coins to get the boat, Hookjaws treasure to get petrol and the vintage brandy for the motor. The spade should be used on the grave, the gold key to open the floor panel in the grave and the fireproof jacket to get past the torches in the tunnel under the grave. The pogo stick should be used in the 'Official Pogo Place', the flippers to get the gold coins down the shaft, the axe must be dropped in the middle of the bridge, but make sure you're carrying the Bible and finally, drop the weight onto the hook in the tree house complex. That should help you complete the game, but if you are a real shandy drinker and still can't do it, I might even publish a map at some future dates. Send your pleas, written on the back of a cheque for several hundred pounds to me at the usual address.



Dizzy better watch his step in the tree house if he doesn't want to get eggless.



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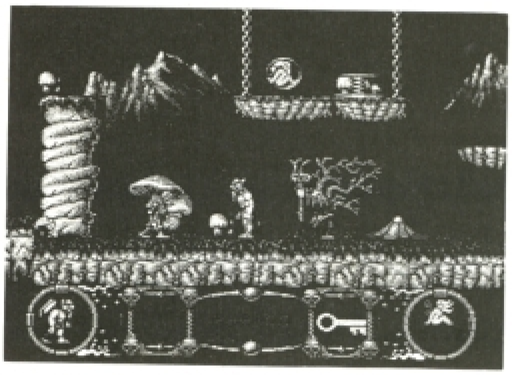
The Show's on from 1st-3rd June 1990. (Friday 1st and Saturday 2nd, 10.00 am - 6.00 pm. Sunday 3rd, 10.00 am - 4.00 pm.) It's at the Novotel Exhibition Centre, Hammersmith, London. (Nearest tube Hammersmith.)

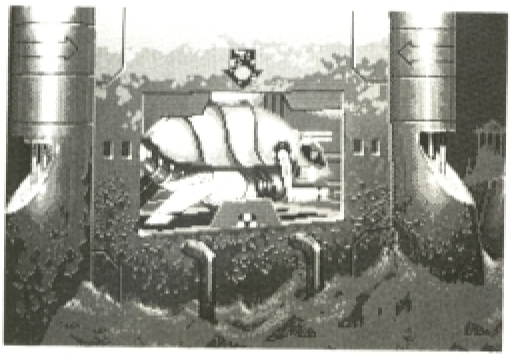
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GUTLESS GULLY





X-OUT

A good wodge of stuff for this excellent arcade shoot 'em up. Should you be finding yourself a bit strapped for cash for those vital extras like lightning guns, triple lasers, missiles and the like, do the following. Buy the cheapest ship, place it on the grid, buy the single shot and put it in the shop-keeper's mouth. This should give you exactly 50,000, more than enough to tool up with heaps of high power armoury. If you're still having trouble (shandy drinker), then pressing the Escape key at any point will take you up to the next level. Thanks to **Dean Williams** and **Chris Riley** for those two tips.

ROBOCOP

Press return to pause the game, hold down the 'Shift' key and type 'ALEX MURPHY'. Press fire on the joystick, and now every time you press the left mouse button your power will be restored to full.

THE HUNT FOR RED OCTOBER

Hurrah! A PC tip at last, courtesy of **T. Seymour**. If you end up in a mine field, or are being attacked by Soviet sub-chasers, press 'ESCAPE' and select the SAVE option. Next, RESTORE from the saved position immediately, and the mines or attacking ships will have disappeared. 'T' also adds that if you follow the most northern route through Iceland the Yanks won't bother you.

STORMLORD

Whilst playing Hewson's hot poop arcade adventure, type 'C' to get infinite lives. Pressing the space bar followed by L will allow you to jump between the levels. Ta to **Philip Esney** for that, who also wants me to pass on greetings to all at Equinox. Do I look like Simon 'Mr. Sincere' Bates or something? *(Yes, you do actually. Ed.)*



SUPERCARS

Enter your name as RICH in the high score table for vast amounts of money to get a decent car. The level codes are BIGC and ODIE, which will allow you to start on the more difficult levels. When buying a car, use the phrases which mention Monty Python or Garfield to get a cheaper car.

ROCK 'N' ROLL

On the high score sheet, enter the name 'COUNTRY' for a menu giving access to all the in-game tunes. Really useful, that one. Try this one for more practical help. Once the game is loaded, start the game, and type 'RAINBOW ARTS'. The screen will turn grey and next follows the difficult bit. First type the level you want to go to, followed by two 'x' s, followed by four numbers that add up to the level number, followed by two more 'x' s, followed by the level number backwards. If you wanted level 9, for example, you'd type 09XX2223XX90. Hearty thanks go to **Jerome Sanders** of the Netherlands, and **David Grimshaw**.

KELLY'S HEROES



He's back, armed with a platoon of programmers and regiments of readers, all ready and willing to provide help to those stuck with embarrassing 'I can't get past level two' problems.

I've just had a thought. One of those thoughts that you normally have at about four in the morning when you can't sleep. The sort that sounds brilliant when you have it, but sounds absolutely stupid when you wake up the following morning. Anyhow, as I'm having this thought at midday, prior to watching *Neighbours*, it doesn't seem that stupid. So I'm going to share it with you.

In the 'Kelly's Heroes' section of the mag, I suppose I'm the Clare Rayner of the Computer, the Marge Proops of the Megabyte. When you're stuck with an embarrassing problem or have something on your mind that's been troubling you for a good while, you turn to me, and I get my professional helpers, programmers and readers, to sort you out and return you to normal civilised life. Blimey. I'm an agony aunt! Bring on the problems, Igor.

It's been a little quiet so there are just three quickies this month. If, like **Peter Jones** of Wakefield you're having problems with *Drivin' Force*, click on the dots on the two 'I's on the loading screen and you won't come off the tracks.

D. Scarborough is having trouble with *Ghouls 'N' Ghosts* amongst numerous other games and has pleaded, nay begged, for help. Well matey, as soon as the game starts and Arthur's stood there contemplating his metallic navel, type 'Stephen Broadhurst' as quick as you can, and the screen will flash with the message 'Cheat Mode On' and Arthur will be invincible. Am I kind or what? He's also after help on *Treasure Island Dizzy*, so he'd better check out page 74 of this ish, hadn't he?

A quick plea for help to finish off this month. **Carl Boxall** is looking for a cheat for *Blood Money* on the Amiga. Anyone know a cheat? Letters to Kelly's Heroes at the usual address.

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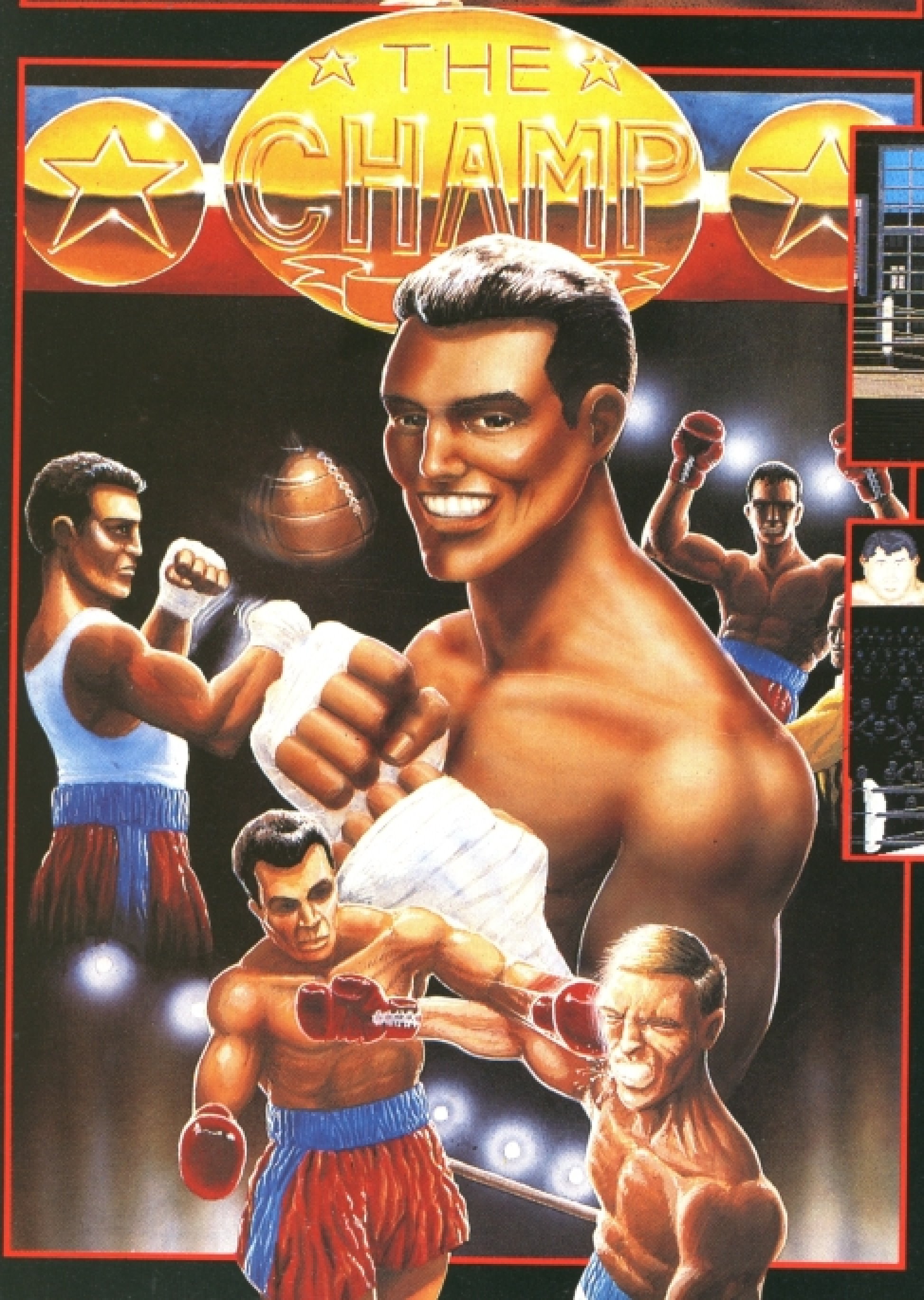
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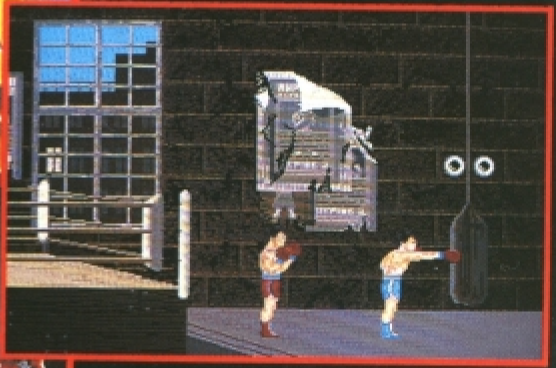






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IMPROVE YOUR HEX LIFE!

Spooky! Mysterious! Strange! Weird! Inexplicable! Unpronounceable! Pqzrkxs! Yes folks, this month saw the arrival of my first 'anonymous' letter – from an Amiga hacker. The enclosed letter told of a "three-month-old mad mutant amoeba from the planet Shnuzbot", but if that's the case how come the letter was postmarked Southampton? Who knows, but anyway, this man/woman/thing has been hard at it (oo-er) and written three Amiga routines.

A NIGHTMARE ON ELM ST.

Last month's IYHL had a 'mare in the *Warp* routine. Line 50 should read: 50 CHEAT%(X)=A:T=T+A:X=X+1

This may be why it didn't work (hem hem). If you were having trouble with line 20 of the *Oppo Wolf* hack in issue 5, make sure you have typed all the numbers and all the commas, because the routine was correct as printed.

CABAL (Amiga)

The first routine from **Pqzrkxs** is an infinite lives routine for Ocean's blow 'em up and you use it in the usual way. Incidentally, don't use this program if you don't have a 1 Meg upgrade, because it won't work.

```
10 REM CABAL BY PQZRKXS
20 T=0:X=0:DIM CHEAT%(1024)
30 READ A$:A=VAL("&H"+A$)
40 WHILE A$<>"X"
50 CHEAT%(X)=A:T=T+A:X=X+1
60 READ A$:A=VAL("&H"+A$)
70 WEND:READ A
80 IF T<>A THEN PRINT "ERROR":STOP
90 C=VARPTR(CHEAT%(0)):CALL C
100 DATA 7E40,E98F,7C30,2C78,0004
110 DATA 7202,7060,E988,4EAE,FF3A
120 DATA 2840,6602,4E75,70FF,4EAE
130 DATA FEB6,2200,5280,67F2,4BEC
140 DATA 0048,3AC7,429D,3AC1,93C9
150 DATA 4EAE,FEDA,2AC0,2A8D,2B4D
160 DATA 0008,589D,4295,4BEC,0008
170 DATA 1ABC,0005,41ED,0038,5C8D
180 DATA 2AC8,3A86,41FA,0050,7000
190 DATA 7200,224C,4EAE,FE44,4A80
200 DATA 66B2,7002,224C,49EC,0100
210 DATA 3340,001C,41E9,0024,20C7
220 DATA 20CC,4290,3346,0012,4EAE
230 DATA FE38,41FA,0032,3418,3018
240 DATA 721F,C240,EA48,D040,45F4
250 DATA 0000,34D8,51C9,FFFC,51CA
260 DATA FFEA,4EEC,000C,7472,6163
270 DATA 6B64,6973,6B2E,6465,7669
280 DATA 6365,0000,0005,12E1,6000
290 DATA 02D0,0CA0,0002,0EC0,0003
300 DATA 10E0,0004,4012,41F9,0001
310 DATA 0800,43F9,0002,0800,303C
320 DATA B47F,20D9,20D9,51C8,FFFA
330 DATA 33FC,4A28,0003,7C56,4EF9
340 DATA 0002,3000,038A,41F9,0007
350 DATA F000,303C,010F,20DC,51C8
360 DATA FFFC,4EF9,0007,F068,X
370 DATA 01475297
```

By the way, here is a cheat for the game from me. When playing, type SCHLIKA and the border will flash for about a second. Now press F2 to complete the level, right the way through.

RAINBOW ISLANDS (Amiga)

The second hack this month from **Pqzrkxs** – the man with no vowels (I said VOWELS, cloth-ears) – is this infy lives hack for Ocean's cute platform and ladders game. It also stops you losing your rainbow power when you lose a life (very useful for doing away with the end-of-level baddies).

```
10 REM RAINBOW ISLANDS BY PQZRKXS
20 T=0:X=0:DIM CHEAT%(1024)
30 READ A$:A=VAL("&H"+A$)
40 WHILE A$<>"X"
50 CHEAT%(X)=A:T=T+A:X=X+1
60 READ A$:A=VAL("&H"+A$)
70 WEND:READ A
80 IF T<>A THEN PRINT "ERROR":STOP
90 C=VARPTR(CHEAT%(0)):CALL C
100 DATA 7E40,E98F,7C30,2C78,0004
110 DATA 7202,7060,E988,4EAE,FF3A
120 DATA 2840,6602,4E75,70FF,4EAE
130 DATA FEB6,2200,5280,67F2,4BEC
140 DATA 0048,3AC7,429D,3AC1,93C9
150 DATA 4EAE,FEDA,2AC0,2A8D,2B4D
160 DATA 0008,589D,4295,4BEC,0008
170 DATA 1ABC,0005,41ED,0038,5C8D
180 DATA 2AC8,3A86,41FA,0050,7000
190 DATA 7200,224C,4EAE,FE44,4A80
200 DATA 66B2,7002,224C,49EC,0100
210 DATA 3340,001C,41E9,0024,20C7
220 DATA 20CC,4290,3346,0012,4EAE
230 DATA FE38,41FA,0032,3418,3018
240 DATA 721F,C240,EA48,D040,45F4
250 DATA 0000,34D8,51C9,FFFC,51CA
260 DATA FFEA,4EEC,000C,7472,6163
270 DATA 6B64,6973,6B2E,6465,7669
280 DATA 6365,0000,0001,073C,4CEB
290 DATA 0003,0034,277C,7FFC,000A
300 DATA 0030,277C,4EF8,0120,0036
310 DATA 41F8,0120,45FA,000C,740F
320 DATA 20DA,51CA,FFFC,4ED3,B7FC
330 DATA 0000,09F8,6608,217C,4878
340 DATA 0132,00CA,4E73,0AC8,33FC
350 DATA 4A68,0001,DE66,33FC,0010
360 DATA 0001,DE9C,4E75,0000,X
370 DATA 01498594
```

STRYX (Amiga)

The final instalment this month from **Pqz(etc.)** is this infinite energy thingy for Psygnosis' (try saying that after a bottle of Vodka and a Doner) game. I didn't like this game much, but here's a routine for it anyway.

```
10 REM STRYX BY PQZRKXS
20 T=0:X=0:DIM CHEAT%(1024)
30 READ A$:A=VAL("&H"+A$)
40 WHILE A$<>"X"
50 CHEAT%(X)=A:T=T+A:X=X+1
60 READ A$:A=VAL("&H"+A$)
70 WEND:READ A
80 IF T<>A THEN PRINT "ERROR":STOP
90 C=VARPTR(CHEAT%(0)):CALL C
100 DATA 7E40,E98F,7C30,2C78,0004
110 DATA 7202,7060,E988,4EAE,FF3A
120 DATA 2840,6602,4E75,70FF,4EAE
130 DATA FEB6,2200,5280,67F2,4BEC
140 DATA 0048,3AC7,429D,3AC1,93C9
150 DATA 4EAE,FEDA,2AC0,2A8D,2B4D
160 DATA 0008,589D,4295,4BEC,0008
170 DATA 1ABC,0005,41ED,0038,5C8D
180 DATA 2AC8,3A86,41FA,0050,7000
190 DATA 7200,224C,4EAE,FE44,4A80
200 DATA 66B2,7002,224C,49EC,0100
210 DATA 3340,001C,41E9,0024,20C7
220 DATA 20CC,4290,3346,0012,4EAE
230 DATA FE38,41FA,0032,3418,3018
240 DATA 721F,C240,EA48,D040,45F4
250 DATA 0000,34D8,51C9,FFFC,51CA
260 DATA FFEA,4EEC,000C,7472,6163
270 DATA 6B64,6973,6B2E,6465,7669
280 DATA 6365,0000,0003,02A0,0120
290 DATA 06E1,6000,0390,401F,21FC
300 DATA 6000,0504,411E,43FA,0012
310 DATA 41F8,4624,701F,20D9,51C8
320 DATA FFFC,4EF8,4000,41F9,0000
330 DATA BBB6,43FA,0012,3219,31BC
340 DATA 4A78,1000,4A41,66F4,4EE8
350 DATA EE68,1F2E,1FF2,20D6,2EDE
360 DATA 2F04,440A,3A86,3ACA,5270
370 DATA 6470,6EA4,6F76,74AA,753C
390 DATA 7598,0000,X,01838811
```

I BET HE DRINKS LARLING CLACK BABEL



But if you do, don't do it when you're typing because you'll spill it. Instead, simply load Workbench, then AmigaBasic, tap in the listing (it's a good idea to save it for future use), insert the original disk in the drive, cancel and ignore any requesters, RUN the program and play the game with the cheat installed and try to think of a single sentence longer than this one. A few points to remember if you can't get the program to work:

1) The programs will not work on your knackered ZX81.

2) For best results, you will need a copy of the game you want to poke...

3) Consider that the program will not load the game if you have made a typing error.

4) People in glass houses shouldn't spoil the broth. (*I think that last one's a bit dodgy. Ed.*)

Well, that's that for another month. What will the next issue have in store? Another spook letter? An ST poke, perhaps? I don't know, but what I do know is that if you send something ultracool to Jon North, IYHL, ZERO, 14 Rathbone Place, London W1P 1DE then the chances of receiving a T-shirt or a game or something is extremely high. Get to it!

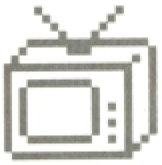
STOP


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COMPO

PHOOAARR!!! WHAT A LOAD OF RAMPARTS!!!

Win A Ridiculously Small Colour Television Set!
Win Five Sony WalkPersons!!
Win Twenty Batmobiles!!!



April saw the release of Incentive's *Castle Master* and what a corker it was! Using Incentive's improved Freescape system it took the original principles established in the company's earlier hits, *Total Eclipse*, *Driller* and *Dark Side*, and gave them a larger, more puzzling and medieval setting! Moving about in this total 3D environment, you're pitted against animated spirits, and your puzzle solving prowess is tested to the full in your quest to find your twin. So speaking of puzzles, how about a *Castle Master* compo? Yep, thanks to those very kind people at Domark, ZERO are giving you the opportunity to solve a *Castle Master* puzzle and if you're lucky, come away with some rather exciting 'treasure' into the bargain!!

YOUR SPOILS

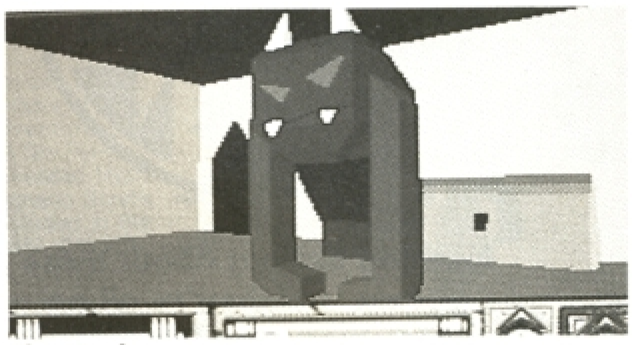
And that's all because at the end of this puzzle lie the following rather splendid prizes. There's a Citizen T126 'baby' television for the first prize winner. It's a portable $3^1/_2$" cube, colour TV that comes with its own stand, case, adaptor and even a mount so it can be used as a monitor for a Camcorder. (So win this and the US Gold compo on page 61 and you'll be 'laughing'!) Run it off mains, batteries, (not included, fact fans) – even off your car battery! Oh, and it comes with its own 'Walkman' style head-phones. Er... and that tentative link leads us on to the second prizes. Yep, 'cos here we have five Sony WMB-12 Walkpersons up for grabs! Phew? Can these people possibly be more generous? In fact, yes! Because 20 runners-up will receive Bat-mobiles! *(Good Lord!! Ed.)* Er... in fact, these aren't models of the Caped Crusader's automobile, but erm... rather large, plastic bats hanging from strings.

YOUR QUEST

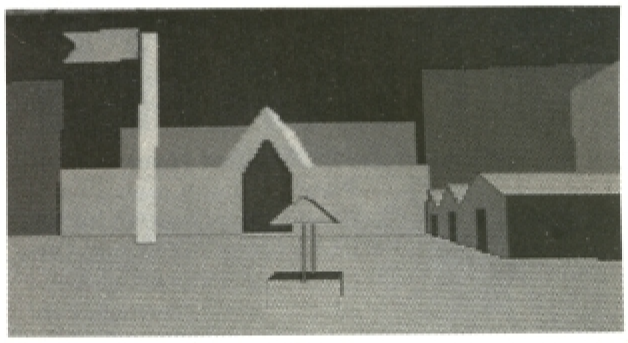
What plenteous prizes, eh pals? Well, here's what you'll need to do to win one: get all the answers right, send them in, and then be lucky enough to be the first correct answer chosen. Simple, eh? (But what do we have to do? Reader's voice) Ah, forgot that bit. Okay, well if you check out the pictures here, you'll see actual locations from *Castle Master*. One of them is an imposter. All we want you to do is to identify the false location and jot it down on the coupon below. Oh, and you can also write your name and address and your computer format, stick the whole lot on a postcard please and mail it to **I Know Where My Ramparts Are Compo, ZERO, PO Box 1509, Enfield, Middlesex, EN1 1LQ.**

YOURKO ONO

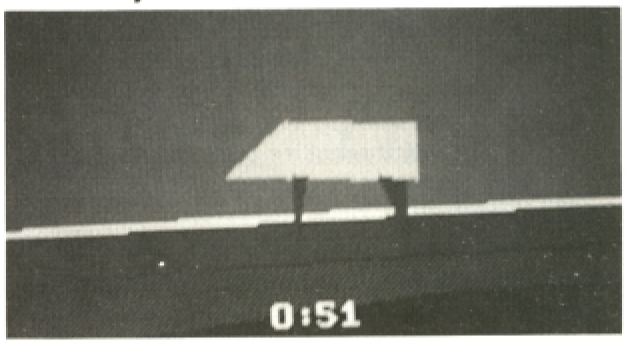
What's five foot four and lives on dead beatles? *(That's not funny. Ed.)*



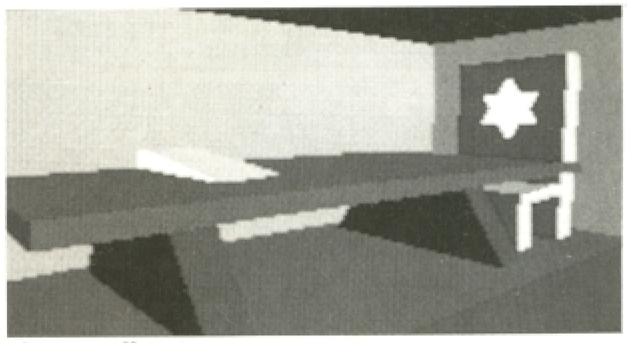
The Vault



The Courtyard



Alan The Cow



The Small Hut

CASTLE MASTER COMPETITION

The false location is... ______________________

NAME ______________________

ADDRESS ______________________

____

______________________ POST CODE ______________________

I've got ☐ an Amiga, ☐ an ST, ☐ a PC, ☐ very small pert buttocks. (Please tick as appropriate)

RULES

- Ed is the *Castle Master* Compo compere and his decision is final.
- Any knight errants from Dennis Oneshots, Incentive, or Domark found entering this compo will find themselves in the court of Arthur King (the 'hanging judge').
- The castle drawbridge closes on this compo on June 30th 1990.

DÉJÀ VU

Nothing old hat about these games 'cos they're all on spanking new formats!

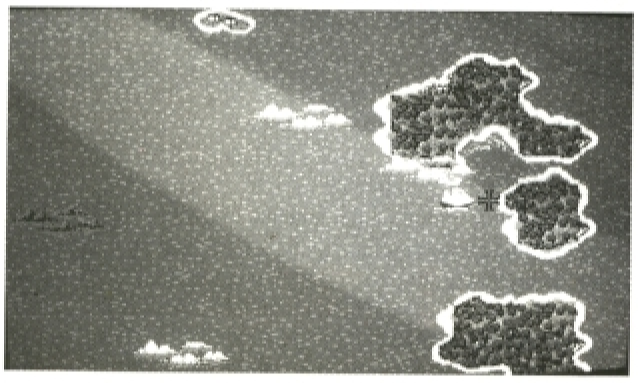
PIRATES

Microprose/24.99/Out Now

Paul: "Fifteen men on a dead man's chest/Yo ho ho and a bottle full of rum/Dirty great footprints all up his vest..." Hmm, perhaps I've been playing this game a tadge too long.

Pirates is one of those heavily researched Microprose games where the manual thinks it's a history book. Fortunately this adds to the game's depth without making it so stodgy with authenticity that it's unplayable. Sailing, decision-making and combat are all icon-controlled. Slick and simple.

However, *Pirates* is complex in the amount of things there are to do. Elements of text adventure, beat 'em up and strategy all fit comfortably into one game. The Spanish Maine is a big place littered with towns to be raided, ships to be plundered, merchants to be cheated



and heiresses to be married. Success is not simply measured in doubloons, it's possible to earn titles and land to comfort you in those long retirement years.

The gameplay itself has some nice touches. Your vessel is affected by the wind and navigation is by means of sextant and sun. This is not just a gimmick – the sea is a big place and there's plenty of opportunity to get woefully lost just when you're down to that last case of pâté foie gras.

Pirates is big, addictive and really rather tasty. Much like a bottle of rum.

GRAPHICS 87 ADDICTIVENESS 90
SOUND 86 EXECUTION 90
OVERALL 89

SUPER CARS

Gremlin/£19.99/Out Now

Paul: Cars really are super things aren't they? Widespread damage to the environment seems a small price to pay for the joy of tootling along in a clapped out old banger that blows up in the middle of Suffolk.

If you can't afford a car, or if you left it in a field in Suffolk, then *Super Cars* is a fair substitute. Like so many good games, it's simple but extremely playable. Getting round nine different race courses faster than all the other cars is the order of the day. At the end of each race winnings can be spent on all those little essentials such as power steering, turbo boosters and missiles. Fail to finish at least third and you're up the paddle without a creek.

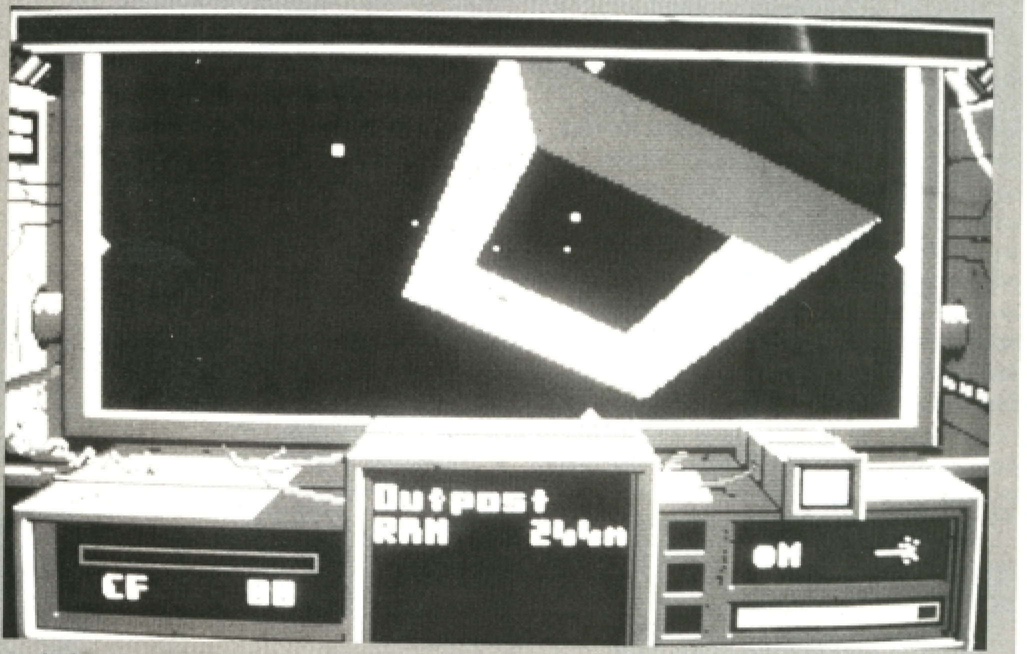
The steering takes a little getting used to but once you've sussed it, the game plays well and the cars look so sweet you almost feel sorry when you launch a missile up their bot. (Almost, but not



quite.) However, though it's highly addictive at first, I'm not sure that *Super Cars* is the sort of game you'll keep going back to. Tracks are all a bit samey and don't change in the higher levels; there are simply more hazards. In the short term though, *Super Cars* is great fun.

GRAPHICS 88 ADDICTIVENESS 89
SOUND 85 EXECUTION 92
OVERALL 89

SPACE ROGUE



Origin/£29.99/Out Now

Tim: Jeez! All hell's broken loose and it wants to take over my underpants! Quick, better work out how to fly this fab 'Sunracer'. What does this button do? Oh, 'jettison all cargo'.

Despite the huge wodge of a manual, this corking space trading game is dead easy to get into. Plot a course for a space station or outpost and watch your ship, the Jolly Roger, track across the map. Drop into real time space (vector graphics ahoy) and dock. Then wander around the installation (*Gauntlet* style), trading, buying upgrades for the ship and talking to bods you come across. Someone might even offer you a mission. "Deliver this tin of cat food to Mrs. Codpiece on Arcturus V and I'll give you a new alternator for your Radionix mega-reactor." Shoot up traders and become a pirate, shoot up Manchi interceptors and curry favour with the Imperium or just shoot up and become Roger Turkey, the boring merchant.

Space Rogue is fast moving, addictive and erm, 'quite big'. If you're a bit of an *Elite*-ist then this is definitely going to tickle your hyperdrive...

GRAPHICS 82 ADDICTIVENESS 86
SOUND 63 EXECUTION 88
OVERALL 86

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CONSOLE ACTION

INSIDE

Original Space Invaders for Game Boy

Robo Warrior romp on the Nintendo

Taito's PC Engine Volfied reviewed

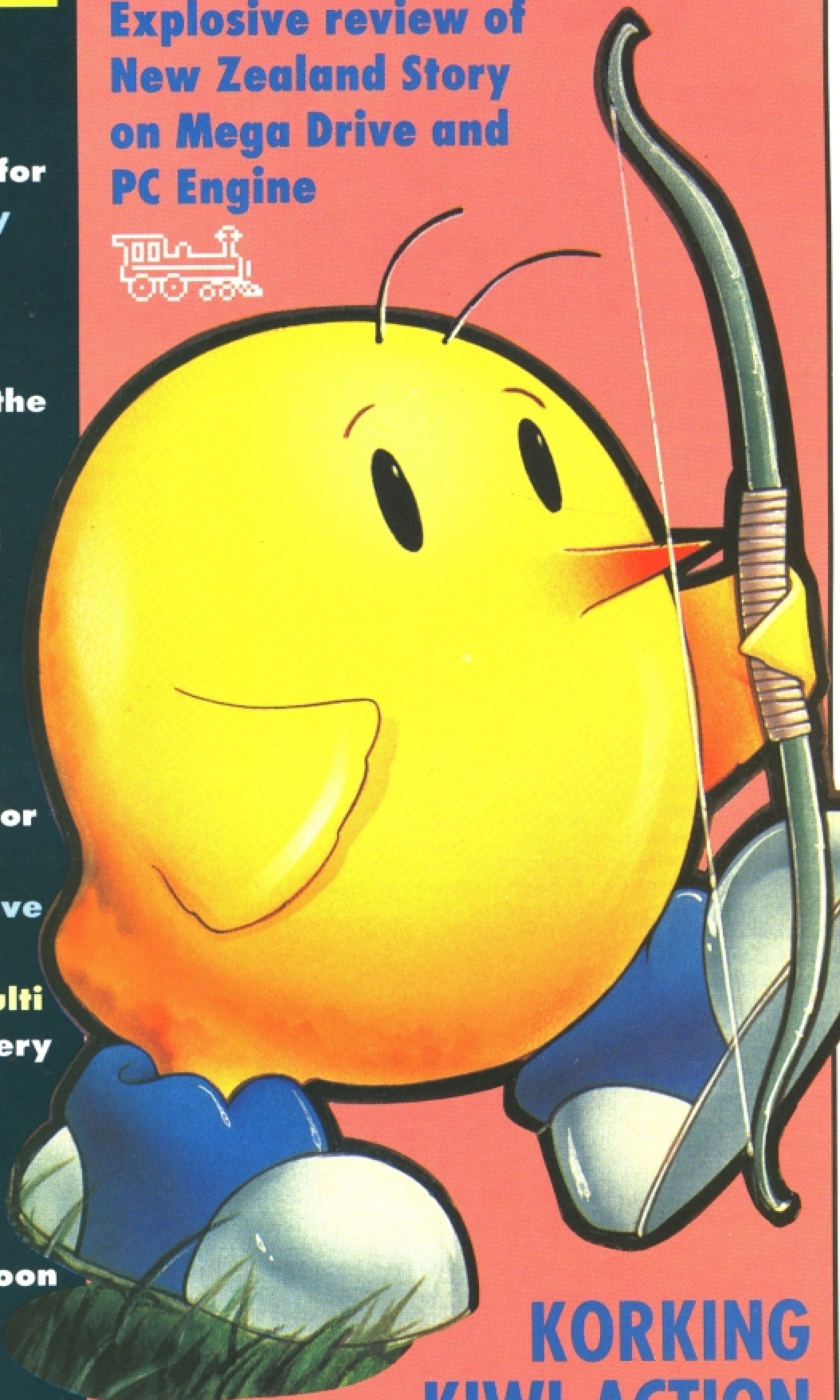
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Konix Multi System very unlikely

Indiana Jones coming soon on Game Boy

Plus news, reviews, tips and cheats

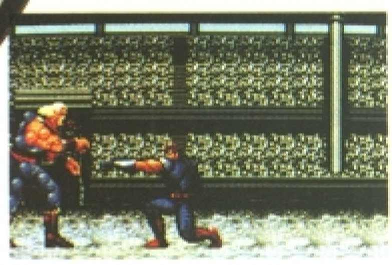
Explosive review of New Zealand Story on Mega Drive and PC Engine



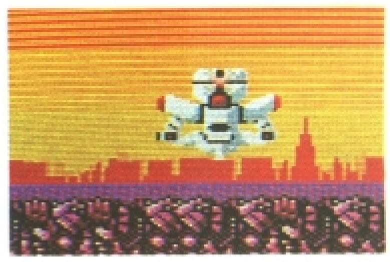
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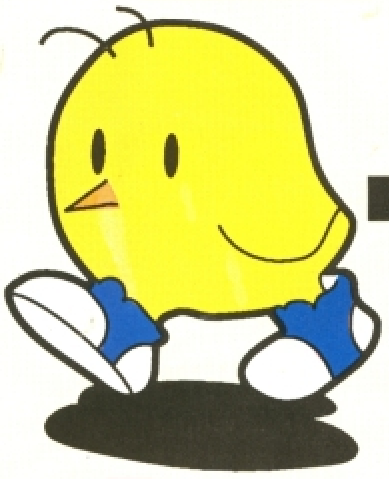
REVIEWED



LAST BATTLE
Bloodthirsty hack' em up on the Sega Mega Drive



ASSAULT CITY
Sega get down to boisterous blasting business



THE NEW ZEALAND STORY

CONSOLE CLASSIC

Taito/£39.95/PC Engine/ Sega Mega Drive

If a game's worth doing well, it's worth the wait... erm, no... um, if it's worth the wait, it's got to be good. That's not right either... if a good game waits, it's well, er... *(Just get on with it. Ed.)*

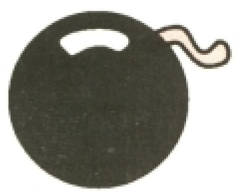
***New Zealand Story* came out on just about every computer yonks ago, so why have the console versions taken so flippin' long to arrive? Easy. Taito gave Ocean the rights to produce the computer conversions while cleverly retaining the console conversion rights themselves. Ocean moved quickly and got the computer versions out fast. Taito spent more time on the console conversions and have consequently come up with something that resembles the coin-op more closely. In short, the console versions are far better than their computer cousins. So there!**

Like a lot of other Japanese games of late, *New Zealand Story* is a cutesy girlie game. It's pretty and features things like teddy bears, hedgehogs and ducks. A snail is probably the slimiest thing you'll encounter but even that has a smile on its face. If you've got a macho image to uphold, you're going to have trouble living up to it 'cos Taito's latest coin-op conversion is actually stunningly addictive.

You control a little yellow bundle of kiwi fluff – complete with white and blue pretty-boy sailor shoes – in this oh-so-cutesy platform game that's not a million miles from *Bubble Bobble* or *Rainbow Islands*. The action is viewed in two dimensions from the side. There are five levels to play through in this... erm, well, five-level game. Each level consists of four sub-levels with the fourth sub-level being guarded by the traditional end-of-level nasty.

The idea of the game is to run around rescuing your poor kiwi chums that have been captured and locked up in cages by a horrid, mean old walrus.

Yes, well, it worked in the arcades...



BOMB
Picking this up swops your weapon for a bomb. Short range and falls in an arc, but guaranteed to cause massive destruction.



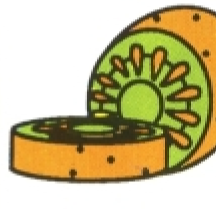
BOW AND ARROW
Your start-up weapon. When collected will revert you to bow and arrow. Does nothing if you already have a bow and arrow.



PHASER
Shoots out a very powerful laser beam. Will go through everything including walls. Kills everything in its path.



MAGIC STAFF
Provides you with fireball power. The fireballs bounce off floors, walls and ceilings – useful for shooting around corners.



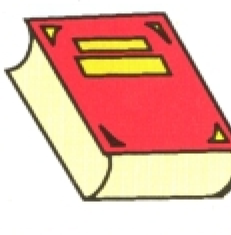
KIWI FRUIT
Very rare, very exotic. When found, will give you an extra life. Don't mistake it for an ordinary fruit.



FRUIT
This is what you'll be rewarded with most of the time. It simply boosts your score by a few points.



STOP WATCH
All enemy creatures will be temporarily stopped. Even airborne enemies will stay still.



SPELL BOOK
Handy to leaf through when the action gets hectic as it causes everything on screen to die.

SEGA MEGA DRIVE

The Mega Drive version is as close to the arcade game as you're likely to get. It's unbelievable. What you get in the Mega Drive game is what you get in the arcade game. Even the intro sequence showing the wicked walrus running off with your pals appears.

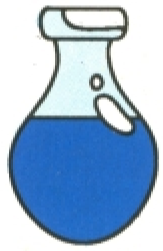
As well as some 16 different enemy characters to deal with, you've got to avoid floor, wall and ceiling spikes. Stepping on a spike spells death and flying a balloon into a spike is equally foolish. There's a balloon enclosed in a metal sheet which can't be burst. Unfortunately, it's heavy and slow.

In addition to air travel, you have to go on underwater excursions. When you hit the wet you automatically get kitted out with a snorkle. But you can't stay underwater too long as you soon run out of air.

Extra lives can be collected by picking up letters to make the word EXTEND. Arrows on the background point the way to your caged chum. Deviating from the straight and narrow will lead you to fruit bonuses, EXTEND letters – and trouble.

The last of the sub-levels in a level is always infested with a huge creature. While it's easy taking on something your own size, like a cat or a bat, something the size of a whale causes serious problems. Not only must you shoot an end-of-level guardian but you must also avoid the stream of bullets it issues.

Movement is fantastically fluid and the scrolling is very smooth. Everything looks big, bright and bold. While backgrounds are detailed, the colours are sensibly used so that you and the various enemies aren't obscured. Just make sure you don't pass this game by!



MAGIC POTION
This fine beverage makes you invincible to everything for a short length of time.



SPEED-UP
Makes you move faster.

THE VERDICT 92

ZEALAND STORY

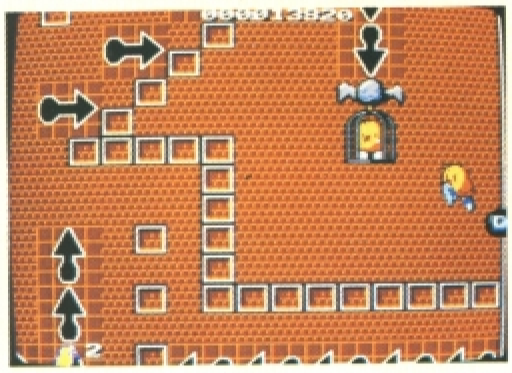
MEGADRIVE



While it's not the fastest balloon in town, it's armour-plated and is impervious to just about anything.



The bears may look colourful and cute, but don't be deceived – they'd much rather shoot you than snuggle up to you.

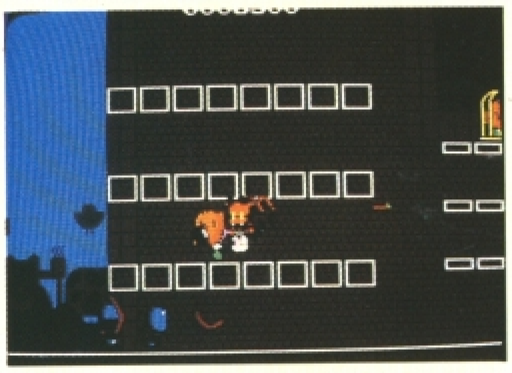


You've found one of your Kiwi pals. Now jump up to free it from the cage built by the wicked walrus.

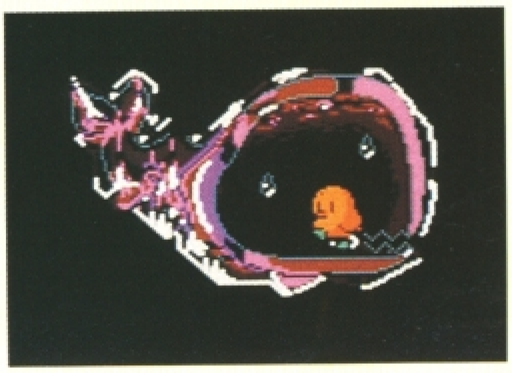


Glub, glub... you've taken a dive, but you're rapidly running out of air.

PC ENGINE



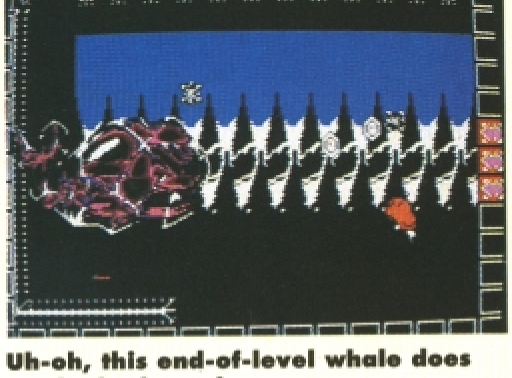
Ugh! It had to happen. You've just been spiked by the Time Devil for hanging around too long.



Whaley goes to town and swallows a kiwi. You're going to be digested if you don't blast the whale's intestines fast. Watch out for the drips.



Hey! A bird's allowed some privacy when taking a bath. Go on, get the hell out of here!



Uh-oh, this end-of-level whale does not look pleased to see you.

PC ENGINE

You're a kiwi with a name that sounds as if it's been stolen from the menu of an Indian restaurant. Yes, dammit, you're called Tiki. And you've got to rescue your pal Phee-phee. Funny, I suddenly feel like going to the toilet. Excuse me...

Oddly, you're an orange kiwi in the PC Engine version. You start with a small bow from which (yes, you guessed) you can fire arrows .

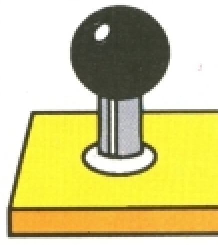
Contact with baddies doesn't kill but bumping into one of their bullets will. Your bow and arrow can destroy all but the end-of-level nasty monsters. But the tension in your bow is pathetic and your shots don't travel far. Shooting baddies results in a form of bonus – from a piece of fruit to a bomb. Others include a watch which can halt monsters and a cross symbol which increases your speed.

Some enemies float around on balloons; you can kill them by bursting the balloon or shooting directly. In certain areas of the game there is no obvious way of getting from one place to another. Then the only thing to do is shoot a balloon-dwelling nasty and jump onto the free balloon. You become airborne and can travel wherever you want. You can also have your balloon skewered. But, as you can flap your wings, you'll land safely.

While the PC Engine version of Taito's coin-op classic is close, the levels are smaller, many of the enemy characters are missing and the full range of bonuses isn't present. If you haven't played the arcade machine, you won't miss these things as the game is fantastically playable. The graphics, sound and gameplay are tops.



LETTERS
Dotted around the playfield you'll occasionally find a letter which, when enough have been collected to make the word EXTEND, will give you an extra life.



JOYSTICK
Only works when you're travelling in a balloon. Means you don't have to continually push the up key to stay afloat.

Many thanks to Supervision on (0602) 475151 for supplying the review copies of *New Zealand Story*.

STOP

THE VERDICT 97

QUICKIES

Air Diver and *Afterburner* will be available for the Sega Mega Drive any day now. *Air Diver* is similar in style to *1942* and *1943* in that you've got to blast a never-ending wave of enemy planes. *Afterburner* needs no introduction, but it'll be very interesting to see how it plays on the Mega Drive.

Atari has finally managed to secure delivery of 4000 Lynx handhelds. About time too. If you've got £179 and are after one of these machines, you'd better get down to your local dealer fast. It could be a long time before any more Lynxs arrive. And 4000 will be snapped up in no time.

Sega has signed a contract with Walt Disney which allows the console manufacturers to release games featuring Mickey Mouse and his companions, Minnie and Goofy. No game details or release schedules have been decided on yet. Games based on the adventures of Dick Tracey and Spiderman are also on the way from Sega.

You could be playing Nintendo games on-line very shortly if a trial exercise in Japan proves successful. A small number of families in Japan have had their Nintendos networked together via the phone line and are participating in multi-user games. The idea is that eventually two or more people anywhere in the country will be able to play against each other.



ONE TAITO, TWO TAITO, THREE TAITO, FOUR...

Coin-op giants Taito have an enormous range of Nintendo and Game Boy titles due for release over the next few months. Unless grey importers get hold of them, it's unlikely you'll see the following games in the shops before Christmas.

Demon Sword heads the Taito list. Set in an ancient world, it's a tale of good versus evil. You have to move through seven levels and three worlds.

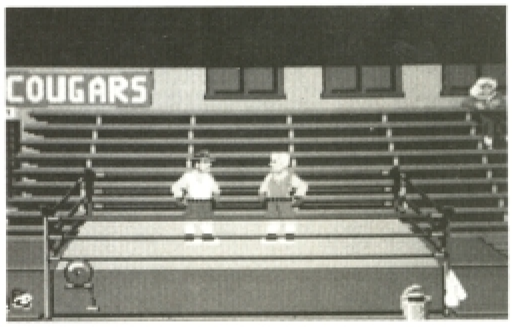
Target Renegade is the sequel to Taito's street-fighting, coin-op game *Renegade*. By employing a range of feet and fist movements you can battle it out against city gangs. The idea is to rescue your brother who is being held hostage by Mr Big. Can't be many members of your family left...

Also scheduled for release is *Wrath Of The Black Manta*, a mystery adventure featuring... the Black Manta. You control a character who decides to clean up the World and rescue kidnapped kids forced to traffic drugs.

In contrast, *Dungeon Magic* is a fantasy role-playing game in which you must search caves, dungeons and mazes to reveal an age-old prophecy and bring about the downfall of a devil king.

There really isn't anything left to say about *Indiana Jones* that hasn't been said already... *Flipull*, however, is the first of Taito's Game Boy titles. The game is much like *Tetris* in that you have to solve wacky puzzles against the clock.

Now this really is silly! *Space Invaders* for the Game Boy! The original, no fancy extras except the coloured plastic overlay. Erm, that last bit was a lie.



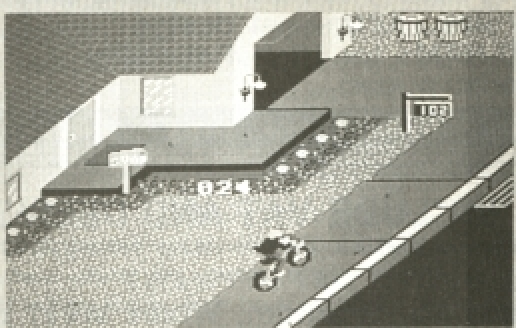
Indy? Oh no, not again...

JUST THE ONE MORE WRIT

A US court has stated that Nintendo may sue shops who sell unauthorised Nintendo-compatible cartridges. This hoo-hah goes back a long way to when Atari went ahead and released Nintendo games without the console giant's authorisation. Effectively this injunction prevents retailers from selling Atari Games' versions of Nintendo cartridges.

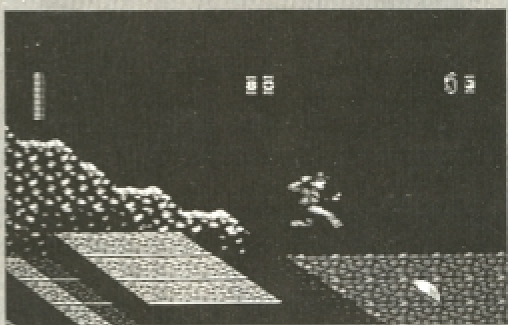
However, the real reason for this ritual writ slapping is that Atari Games is claiming that Nintendo is trading unfairly by preventing other companies from manufacturing Nintendo-compatible cartridges.

THEY'RE BOTH BACK!



Grannies beware! *Paperboy* is heading for your lair.

Together with *Gauntlet* and *Impossible Mission* previewed last month, US Gold are finishing off work on Sega conversions of *Paperboy* and *Indiana Jones And The Last Crusade*.



Whip me, whip me, whip me... whip me with your beating stick.

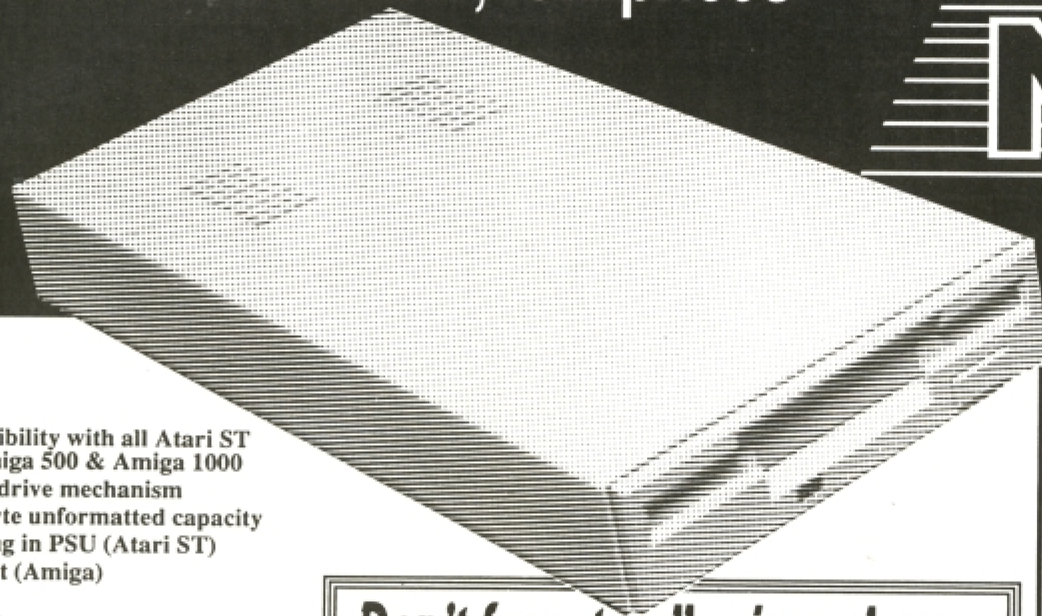
Paperboy was converted onto computer format from the coin-op so long ago that you've probably forgotten what the game is all about. Basically, you control a lad on a bicycle doing his paper delivery. The idea is to hurl newspapers into gardens while trying not to smash windows and knock old biddies, postmen, dogs, cars and passers-by.

There are all sorts of mazes and puzzles to overcome in *Indiana Jones*. And, of course, a good deal of enemies line up to be beaten with your whip.

Both games look absolutely stunning and are purported to be just a few weeks away.

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ASSAULT CITY

Virgin/£24.95/Sega

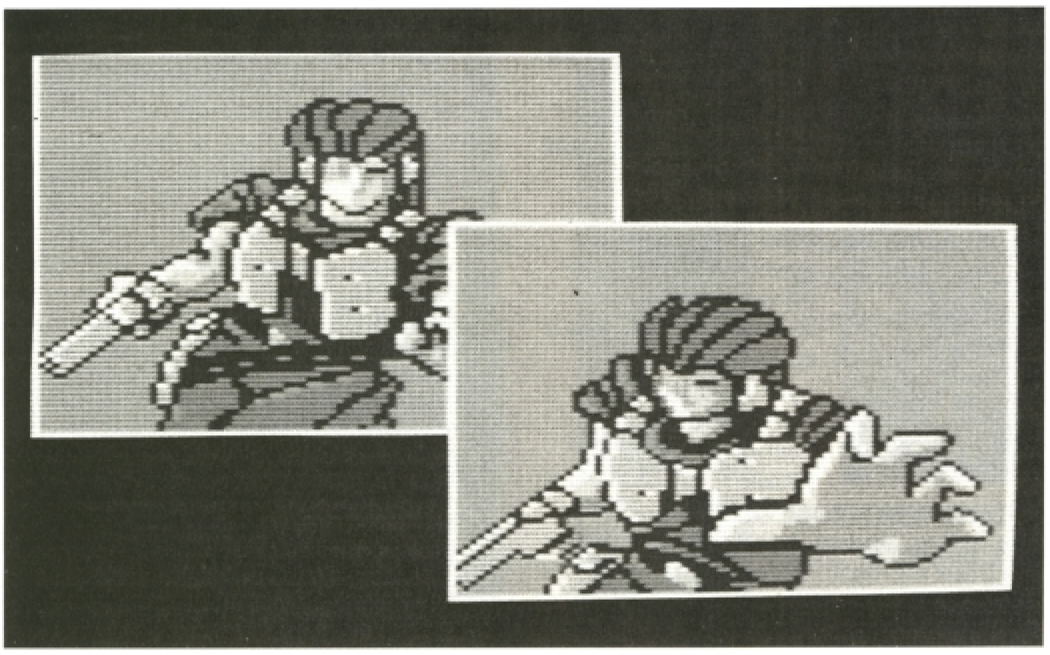
Maniac robots stalk the streets, factories and army bases around the World. They're after blood. You're one of the few survivors and have been given a metal monster shooter. Before you get to do any droid destroying, you go to a shooting gallery to practice. A picture of a robot or human will appear in a random place. Blast the robots, be nice to the humans. The problem with being a sharp shooter is that the game's difficulty level is set high. Consequently you get nowhere fast.

Assault City is split into numerous levels containing two sub-levels. During the first stage the screen scrolls horizontally and loads of robots appear. You must let rip, quickly, with your laser.

As the onslaught is so hectic, your life bar diminishes rapidly. Thankfully there is a carrier craft that passes regularly: shooting it causes a power-up pill to be left behind. Shoot the pill and your life bar gets partially restored. The second stage in a level involves you destroying a huge super robot.

Assault City is very colourful, full of enemy droids with each level differing significantly. After completing a level, a series of comic bookstyle stills appear which certainly add to the atmosphere.

THE VERDICT 78



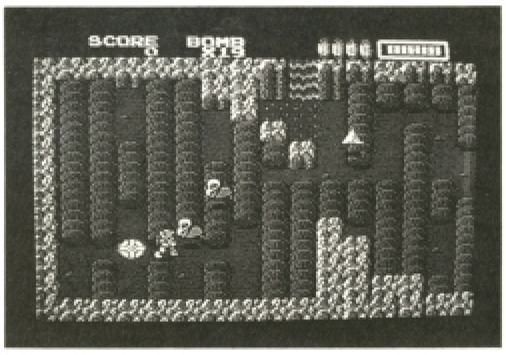
'Is this a large-calibre blaster with power-up feature I hold before me?' No! It's a gun.

ROBO WARRIOR

Jaleco/£29.95/Nintendo

Zed – Mr main man in *Robo Warrior* – has had his brain replaced by a female computer and other parts of his body mechanised. The elders of the planet Altile have set him/it/her the task of wiping out the evil invader, Xur, who has decided to play God and control the weather. He's caused an ice age and forced the Altilians underground.

You must recover 12 different weapons and six powers on Atile. On your travels you'll find things like life vests, hyper-missiles and super boots. Screens generally consist of shrubbery and aliens. Both must be blasted if you want to progress. You'll be attacked by about 20 types of aliens. Old favourites like Wisps, Tracers, Strinkers, Skraugs, and Gholems make an appearance.



Leaving one screen will cause the next to flick into view.

While *Robo Warrior* can prove entertaining at first, it soon gets dull. It has the look and feel of a game produced four years ago. In short, it's tired and worn. Both in concept and execution.

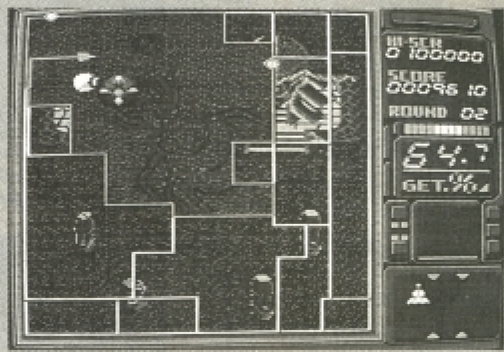
THE VERDICT 61

VOLFIED

Taito/£24.95/PC Engine

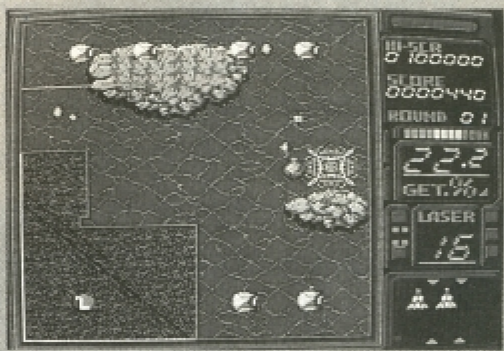
You may know this game as *Zolyx (Don't be so damn rude. Ed.)* which appeared on the Commodore 64 many moons back. *Volfied* is a conversion of one of Taito's lesser known coin-ops. It's such a simple concept yet fantastically addictive.

A small ship can be manoeuvred round the edges of a rectangular playing area. Enemy ships move inside this area. Your ship can leave the safety of the rectangle's edges and venture inwards, leaving a trail behind it. If an enemy or bullet touches the trail during this time you lose a life. If, however, you get back to the edge, the area enclosed by the trail is filled in. This has the effect of shrinking the size of the remaining play area. A level is complete when 75 per cent or more of the area has been filled. If a pod is enclosed within a filled area, it gives you things like extra lives, an alien freezer or laser.



Yikes! You're about to be swallowed by a giant ladybird unless you can surround her quickly.

Volfied isn't much to look at, but playability-wise it's excellent. The backgrounds are plain and, other than big enemy sprites zooming around, not much happens.



The aliens are frozen due to the pod you surrounded. If you're fast enough you'll be able to complete the level in one movement.

There's no doubt about the playability of this simple game. Although you're only travelling from one to another while avoiding aliens, there's skill and strategy needed to fill 75 per cent of the area. Luck is often required to make it to the edge before an enemy touches you.

THE VERDICT 87

LAST BATTLE

Sega/£34.95/Sega Mega Drive

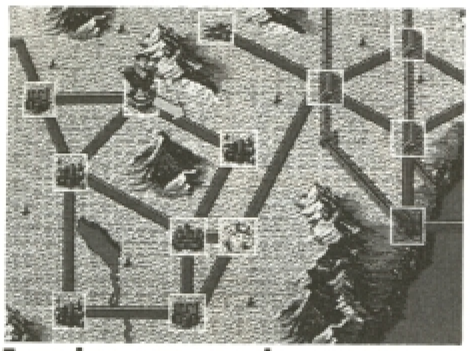


How would you fancy your family and most of your friends being taken captive by an evil street gang? Well I'm afraid that's the way things are when you're living in post-holocaust days. And a radioactive-blooded man's gotta do, erm, what a radioactive-blooded man's gotta do. Kick ass!

Last Battle is a beat 'em up. The idea is simply to punch and kick to death anything that gets in your way. A map shows you the locations you've got to reach to rescue your friends. There's also a recommended route. As you travel you will be attacked by axe-wielding mad-men or boss men. The axe and knife men are no problem: one hit and they literally fall to pieces. It's the big boss men that do the damage because they require special tactics and several hits. Some paths have very little or no enemy resistance at all.

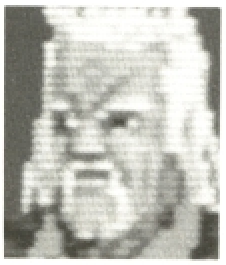
As you get knocked about, your energy bar will become depleted. Defeating boss men will replenish some of the bar. The energy bar's capacity is sometimes increased by rescuing one of your pals. Alongside your life bar, you've got a power bar. This doesn't decrease – it increases as you go about your bashing business. When the power bar gets to a certain size you, in true Incredible Hulk style, will lose your shirt i.e. you become better at kicking ass but your opponents get fiercer.

If it's blood you want, this game has plenty. Huge expertly-animated enemy sprites come hurtling towards you. A jab to the chin or a kick to the head of the attacker usually works wonders. Not only will it slow the attacker down, but it will generally result in the attacker's head exploding in a red splurge of blood. The body rapidly follows, only there's even more blood. It's when the boss men die in such colourful ways that your stomach will really start to complain. One poor chap gets a severe attack of boils before blowing up while another person's head splits open.



From here you can choose your path of destruction.

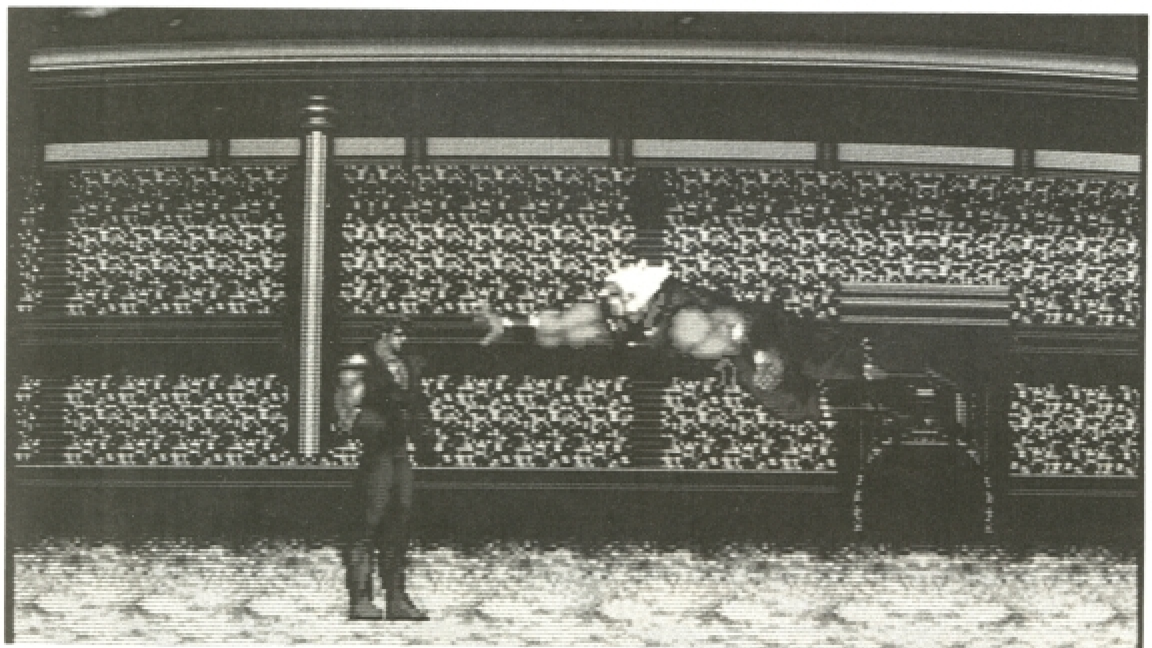




Graphically *Last Battle* is excellent. Everything is huge, detailed and colourful. The variety of levels makes it interesting. However, the attack patterns of all but the boss men become too predictable. Fine for a fight, but after 12 rounds it gets a tad too repetitive.

THE VERDICT 79

Many thanks to 17 Bit Software on (0924) 366982 for supplying the review copy of *Last Battle*.



He may be twice your size, but he's also twice as stupid. Just who does he think he is practising his Superman stunts here?

CHEAT!

Cunning, collusion and craftiness with your console carts.

WORLD SOCCER

Sega

When kicking off, press button 2 followed by button 1. You will have a clear shot at goal.

P-47

PC Engine

Press the I and Select buttons while on the title screen. Lose all your lives during the game. Hold down Select, I and Run. You'll be given the opportunity to continue play eight times.

MIKE TYSON'S PUNCHOUT

Nintendo

Choose continue after a game and type 0073735963 to reach the Dream Bout with Tyson.

Paul Davies

Winner by a knockout. And as a reward you'll be getting the fabulous *Life Force*.

LAST BATTLE

Sega Mega Drive

You can only use this cheat on completion of the first chapter. When you have lost all your energy and died, press buttons A, B and C simultaneously. Keep them down press Start several times. You will now be able to choose which chapter you start on.

GRADIUS

Nintendo

To have a fully armed ship press pause, push up twice, down twice, left, right, left, right and then un-pause the game. This only works three times.

AZTEC

Sega

On the title screen, before the scroll unravels, press the pad upwards five times. Press the pad to the right three times when the character throws the money at the others. Press the pad once to the left and once downwards when the characters all move to the left. A face will appear in the top right of the screen signifying that you can select the starting round.

TIGER HELI

Nintendo

Hold down buttons A and B before the title screen appears to find yourself transported back to the level you last died on.

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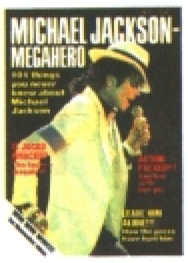
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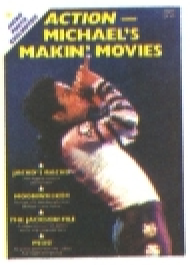
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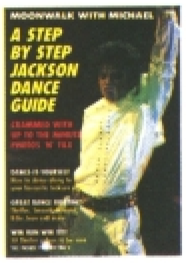
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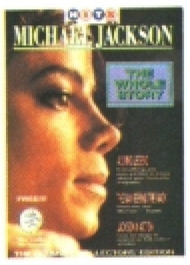
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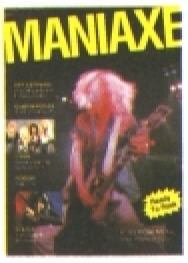
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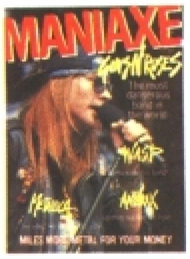
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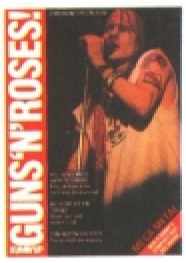
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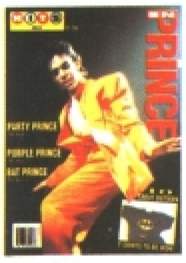
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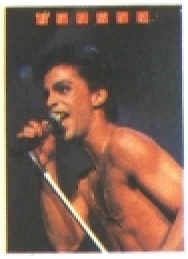
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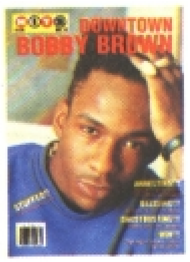
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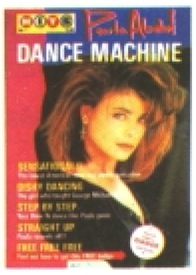
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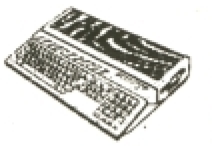
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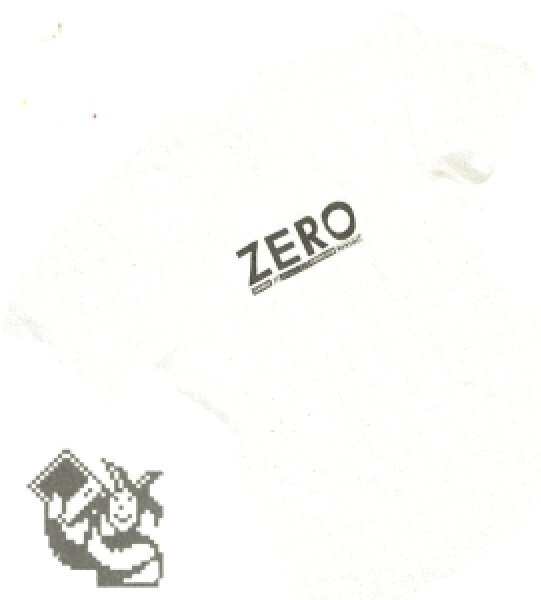
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ADVENTURES

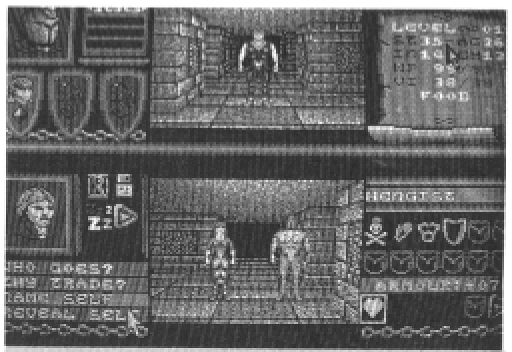
MIKE GERRARD
HIS MISSIVE CO

A cold wind is rising up the trouser legs of all hardened adventurers. It emanates from the pen of none other than *Mike Gerrard*, the Man With The Beard. Or is it just his hedgehog boffing?



My beard's been set quivering by the huge amount of mail coming to the ZERO adventure pages these days, with each letter needing reading, thinking about, losing, finding again, filing or even answering – for those who remember to enclose sae, that is. Many thanks to everyone who's sent in questions and answers, solutions and just plain silliness. It really makes it all worthwhile, folks, and I mean that from the heart of my bottom (sobs into hankie)... *(Stop wittering on Gerrard. Ed.)*

Well to get to the point, I've been so swamped with your mail that I've decided to give the fruits of your writings some overdue column inches *(Lawks! Ed.)* this month as a token of my humble appreciation. I've included your tips and general comments not to mention an actual letter from a real Grue. So if you've got any suggestions or any heartfelt opinions you'd like to voice you know what to do. *(What? Ed.)*



Take a look at *Bloodwych*: "you won't be disappointed."



Leisure Suit Larry – love him, hate him, but try him for size.

Special thanks to **Sue 'Syntax' Medley,** who responded to a reader's plea about *Joan Of Arc* by sending me adventurer Bill Wernham's playing guide to the ST version. If the pleading reader would care to get in touch, he can have a copy of it. The guide points out the beaucoup de bugs in the game, so here's the low-down...

When you load a saved game, the caption's the same as if you were saving it, so be sure you've chosen the right icon. In the instructions it says that in the 'Diplomacy' part of the game you can rectify a message before you put your seal on it (honk-honk!), but the game won't let you do this. In the arcade section, 'Man to Man Combat', the instructions say that if you keep the fire button pressed, the man will charge with a pointed sword. He doesn't. If you press a wrong menu by mistake, the game doesn't let you escape from that menu. There are characters in the instructions who don't appear in the game and vice versa. If you behead Jean of Luxembourg before she captures Joan of Arc, she still appears later in the game (head intact) and captures Joan. Even if you kill Pierre Cauchon, he will still be in charge of the Inquisition. If you choose Duois to lead your army, when his name marker comes up on the screen during a movement or a modification to the army, the name marker comes up blank and wraps around the screen.



Why do so many women play adventure games?

Phew! However, Bill's solution lets you to complete the game in a few hours, so thanks to Sue for passing it on.

Another adventurous female is **Sandra Sharkey** of Wigan. Why do so many women play adventure games? Probably because they've got nothing better to do. Sandra must live the life of a lady of leisure otherwise how could she find time to be the first person in the world *(Apart from Richard Jennings of course – see Crystal Tips. Ed.)* to complete Mirrorsoft's *Chaos Strikes Back*, the sequel to the magnificent *Dungeon Master*? She's enjoyed it so much she's playing it again, as each game plays very differently.

Here are some of Sandra's *Chaos* hints for you. To start, cast a light spell and stock up on fireball spells. You are standing on a spot that generates worms, so when you've killed them try not to stand on it again! It's essential for you to try all the walls as there are many that conceal items, key-holes and access to other areas. You will need a flask and a water bag as soon as possible. The skeleton key appears at random and you may only be able to find it towards the end of the game.



I sacrificed a goat in thanksgiving

The most useful potions are healing and stamina. To defeat the dragons, try a combination of fireball and poison cloud. Watch the floor very carefully as there are many concealed pits indicated only by a broken line. You can also be teleported very easily without realising! A useful place to go as soon as you can is to the Demon Director. When you reach the 'Dead End' and turn round to discover a group of knights bearing down on you, try walking backwards!

D AND OLUMN*

I've tried walking backwards to escape from **Robert Buchanan** of Bromley, but it didn't work. He used to write to me on a certain well-known Spectrum magazine, asking me six thousand questions at a time. Then he went quiet for a while and I sacrificed a goat in thanksgiving. Now I know why he was quiet: he was saving up for an Atari ST. Curses, here he is back again, but this time with questions for the Editor, like why can't you get a free adventure game when you take out a ZERO subscription, why is the adventure section so short and why does it have a photo of a funny-looking man with a beard? *(In answer to all those questions: because Mike Gerrard's actually a hedgehog. Ed.)*

Robert also asks for some recommended adventures. I'd certainly try a Magnetic Scrolls game, like maybe *Fish!*, as they



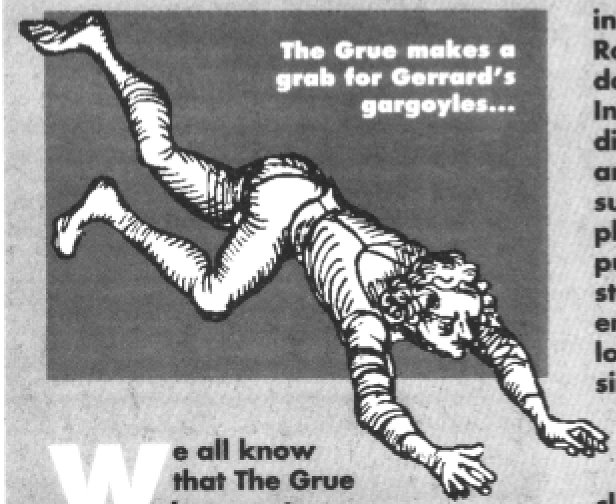
You should at least try one for size

were only available in text-only versions for the Spectrum. Level 9 games will be familiar to 8-bit people but the 16-bit versions have superior graphics and extra features. Try one of the Sierra titles too, like *Leisure-Suit Larry*, *Space Quest* or *Police Quest*. You might love 'em, you might hate 'em, but you should at least try one for size. The 16-bit machines are terrific for role-playing games. Choose from *Dungeon Master*, *Bloodwych*, *Drakkhen* or *Bard's Tale* – certainly none of those will disappoint.

Another ex-Speccy man is **Matthew Conway** of Lambourn, who wrote about STAC for Adventure Coder magazine and is now converting an 8-bit title for a certain small software house. More of a software bungalow, really. Matthew liked the recent interview with Anita Sinclair and suggests we drop my photo and use one of Anita instead. Or even her dog. Matthew sent me a letter he received as a result of his STAC column from a **Darren Rose**. He sent Matthew a blank disc and offered to pay him for a copy of STAC. Purely to enable him to evaluate it, of course. We believe you, though there's a demo of STAC in the public domain if you really want to try before you buy. Let this be a warning to anyone contemplating the old eye-patch activities: the man with the beard knows.

***Oo-er!**

IT'S FOR GRUE-HOO!



The Grue makes a grab for Gerrard's gargoyles...

We all know that The Grue is a creature created by Dave 'Infocom' Lebling which attacks adventure players who are foolish enough to move around in the dark. But the Grue is also the name of a character who writes for the *Adventure Probe* fanzine and specialises in Infocom games. He leaps out of the dark and attacks unsuspecting adventure columnists. Over to Grue-hoo!

"Mention a public domain adventure and most people conjure up an image of a poor bug-ridden game. But Jim Mac-Brayne's first PD game, *The Golden Fleece*, was so good that myself and a few friends play-tested his second Amiga adventure, *The Holy Grail*. It's not an awe-inspiring title but with Jim's talent for first-class text descriptions combined with good logical puzzles, it turns out to be excellent adventure.

"The game starts in a deserted castle but you'll need to do further exploration if you're to progress. Outside the castle is a small village where you'll find a curious Magik Shop and the local Alchemist's. The latter has a wonderful description which just oozes atmosphere and inside the shop you'll see a notice which reads: "When one door shuts, another opens." This is where your problems begin because the door you have to close is not the obvious one and even when you do realise which door it is and have closed it, you're now on the wrong side of it!

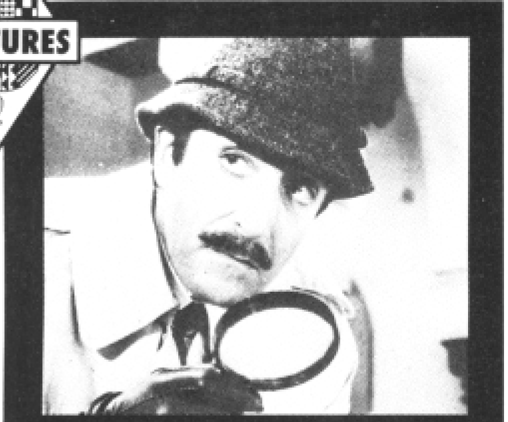
"Once you've solved this riddle and the problem of the Magik Shop, the game really opens up and by placing different jewels in a small indentation in the Strategic Planning Room, you can travel via a secret door or portal to various scenarios. In these different scenes the author displays a truly vivid imagination and brings the game to life with such great descriptions while the player basks in its atmosphere. The puzzle content is also of a good standard, with the problems encountered in the Sapphire locations certainly unique – and so simple they're almost brilliant.

"One thing I like about Jim's game is the sense of humour. Try standing on the drawbridge as it closes to find out what I mean. Another thing to note is Jim's love of the red herring. The parser should also please most people as it understands most complicated inputs. Another nice touch is that you can define your own function keys. *The Holy Grail* is text only (who needs graphics!?), very professional and full of atmosphere.



"Considering the price of 16-bit adventures these days, you'd be a fool not to take up the offer that Jim's making on *The Holy Grail*. Just send a blank formatted Amiga disk to Jim at the address below, plus return postage, and you'll get a copy of *The Holy Grail* absolutely free. Note, though, that it does need a 1-Meg Amiga to run on. Jim's currently working on another game and rumour has it that it's called *The Mission*, but knowing Jim that's probably a red herring too."

Thank you, Grue, and the address to send your Amiga disk and postage to is Jim MacBrayne, 27 Paidmyre Crescent, Newton Mearns, Glasgow G77 5AO. If you want a copy of Jim's first game, *The Golden Fleece*, then both games are available at £2.50 each from the 17-Bit Software PD library, PO Box 97, Wakefield, West Yorkshire WFI IXX. Other PD libraries should have them too.



CLUES-EAU

ADVENTURE HEALTH WARNING: Reading the following may seriously damage your adventure fun – unless you're completely crap anyway.

LEISURE SUIT LARRY III



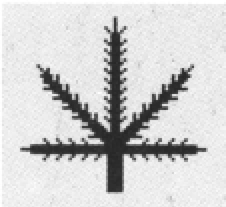
Bonjour, mah leetle gastropods, and welcome encore once more to mah petite tippy-poo corner of your wondairful ZERO. Ah vairy merch envy you for 'aving zis to read, becurse en France we are absolument ZERO-less, an' mah kerpy muss be flown in bah police 'elicoptair. Serch is ze powair zat I 'ave.

Ah also, of curse, 'ave ze powair to solve your adventure-type problems, mais oui, an' also to perblish your own 'ints an' tippy-sings. Zis mernth ah 'ave 'ad a lettair from a cretin... ah mean a certain (zis English is so confusing!), a certain monsieur James Norwood, from, 'ow do you say zis, Wrekin College? Oh, zut alors, ovair to mah English translator, monsieur l'homme avec le beard...



Phew! Back to plain English for the important bits from **James** in **Gloucester**. He's sent in the first solution I've seen to *Leisure Suit Larry III,* which he says is the tenth Sierra game he's completed! I won't print the full solution just yet but will pass on James's advice to save your game very frequently. He has also kindly put together with the help of his pal, **R.T. Aston,** a list of objects and their uses. I'll print each object's use backwards to avoid giving too much away to those still struggling.

MARIJUANA



EPOR EKAM

WINE BOTTLE



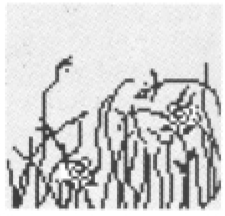
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PAIR OF COCONUTS



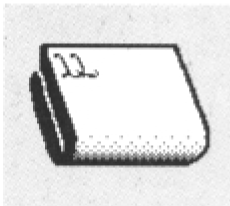
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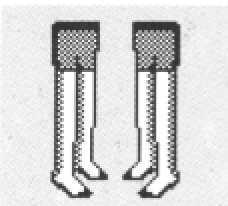
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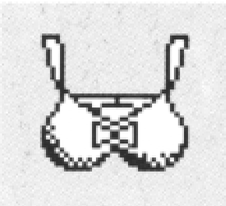
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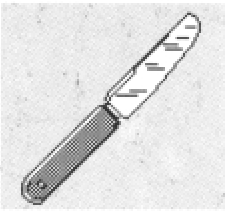
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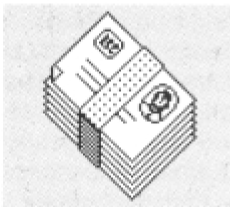
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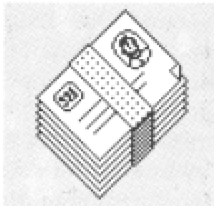
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MAGIC MARKER



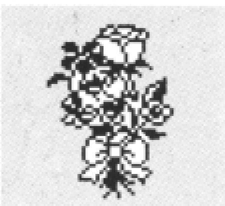
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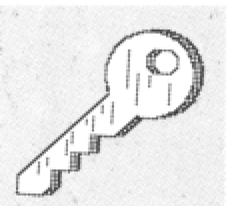
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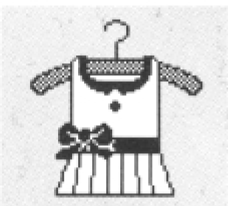
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KEY



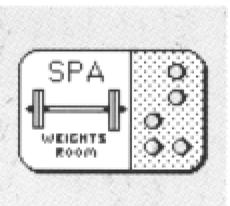
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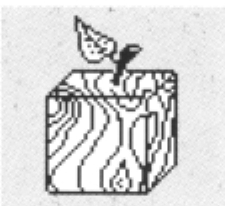
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SPA KEYCARD



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WOOD



RINEVUOS A EKAM

HEDGEHOG SANDWICHES



Hello. My name's Spiny Norman and I inhabit a spare bit of human face that belongs to Mike Gerrard. He asked me to ask you to send in all your adventure junk – tips, letters, blank signed cheques, that sort of thing. Address everything to The Man With The Hedgehog On His Chin, Mike Gerrard, ZERO, 14 Rathbone Place, London W1P 1DE.

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THE READERS' PAGES

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MAD DOG

FIGHTER ACE

Hello. We haven't met before, so I'd better tell you who I am. The name's Mad Dog and I'm a crack RAF fighter pilot. Unfortunately, because of the situation in Europe, there's every chance that the defence budget will be slashed, airforce bases will be closed down and I'll eventually be out of a job. But what else can I do? I'm a fully trained fighting machine: I can't see myself working in a newsagents. I've been losing a lot of sleep, I can tell you – tossing and turning into the wee hours. Obviously I could get a job as a commercial airline pilot – but that would be boring: there aren't any weapons to fire – and British Airways would soon sack me if I tried any aerobatic stunts in a Jumbo with a bellyload of screaming passengers. (Mind you, there are the perks to consider – such as being able to bonk the air stewardesses.)

Actually I've given the whole thing a great deal of thought and this is what I'm going to do – I'm going to start my own airline. *Mad Dog Airways.* I'll use smaller, faster and more manoeuvrable jets than all the other airlines and what's more, I'll ensure that each and every one of them is armed to the teeth with Mavericks (my favourite air to ground missile) and plenty of sidewinders for those sticky air to air moments. And you know what that means, don't you? It means my planes won't have to skirt around 'troubled' areas. For instance, flying from Gatwick to Malta with British Airways is a bit of a pain. The most sensible route would be to fly through Tunisian airspace – but the Tunisians won't let you – they send up fighters: instead you have to go all the way round Italy. Sometimes even through Yugoslavia (if there's heavy air-traffic coming west off the Adriatic). Well, that won't be happening if you fly *Mad Dog Airways* – my intended routes will be quicker and far more dangerous. I'll be working on my advertising campaign for the rest of this month and I'll let you know about it next issue. But there's something I need from you lot. Job applications. I need a crew for my first plane – a co-pilot, a navigator and some stewardesses. Write in to me, Mad Dog, with your applications. I'll be conducting the 'interviews' on these pages over the next three months, and then, hopefully, we'll be able to take our maiden flight (i.e. to Malta, through Tunisian airspace). It'll be a hoot! Write to me now, telling me why you think you'd be a good choice for the job. Oh, and applicants for the stewardess positions might be wise to enclose a photo if they're particularly attractive. (We fighter aces are a sexist bunch, you know.)

Mad Dog Airways **Application Form**

NAME ____________________

ADDRESS ____________________

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Position applied for

☐ **Co-pilot** ☐ **Navigator**

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I think I'd be good for the job...

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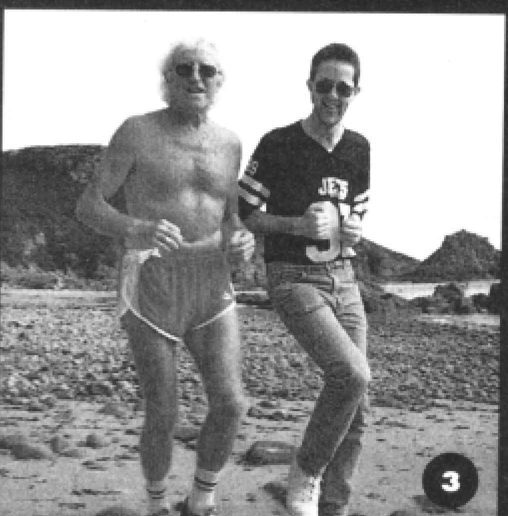
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CLAIMS TO FAME

The part of the mag where you send in a picture of yourself 'chumming it up' with a famous person.

1 First up it's **Chris Breeze** from **Henley-on-Thames** who says "as you can see, I've been photographed with Liverpool's Barry Venison *and* John Barnes (he's the best footie player ever!!)" Chris would like it to be known that he's an Arsenal supporter.

2 Next up it's **Justin Hewitt** of **Abergele** in Clwyd. He's on the left. Er, but who's that on the right? "Colin Baker". Colin who? "He played the sixth Doctor Who." continues Justin. Aaaah! Of course. *That* Colin Baker.

3 And last (but by no means least) we have **Robert Kidd** from **Ipswich**, snapped with the ever so slightly spooky Jimmy Saville... "Some friends and I were on holiday in Jersey when he just ran past us on the beach. He just kept running up and down the same stretch and said that the only way he'd have his picture taken would be if I jogged with him. Reluctantly I agreed, but you can certainly see who's the fittest". Yup, we agree. Jim is fit. But, and you'll know this if you've ever heard him waffling along on his radio show, Jim is also stark raving barking bonkers! The lights are on and there's someone extremely weird at home. (Tune in to his show and find out for yourself.)

BLACK SHAPE

The Alternative Letters Page

Tantara tara! I'm not dead! *(Drat! Ed.)* After the close of last month's column, someone told me an incredibly funny joke and my spirits suddenly lifted from suicidal despair to giddy elation. (Plus I couldn't get the top off the paracetamol bottle – and the bloke in the off-licence wouldn't sell me any vodka because I couldn't prove I was over 18.) Anyway, the rub of it all is this... I'm back! Blacker and more shapish than ever before! Onwards ever onwards...

Dear B.S.
I am writing in disgust about the obscene and uncensored picture of Bros on page nine of issue six. If it is essential to the magazine that crude photographs (bearing little relevance to the text) are printed in full, unrestricted view, can't you arrange for the odd piccie of a woman with her, you know, breasts out? Please don't get me wrong – I'm not saying that all your readers are short-sighted, small and dirty self manipulators, just that it's unfair to show distressing material that could warp and pervert both young and old alike.
Agent Orange
Deepest Berkshire.
PS. Who's the young woman showing off the ZERO T-shirt? Why is she seductively *raising* it with her right hand? What is her shirt size?
● *What are you talking about? The Bros picture was censored: a) it was a really old picture with Ken on the end, so we firstly cut him off, and b) Luke's hands were doing something vaguely alarming near Matt's 'toilet area', so we made it a close-up of just their heads and shoulders. And regarding the young woman, she's a rather strange person who lives in a damp cardboard box outside our photographer's studio. And she isn't 'seductively raising' the T-shirt, she's trying to hide an embarrassing tomato juice stain on the front of her jeans. Her shirt size is medium.* **Black Shape.**

Dear Black Shapie Wapie,
Or should I say "dad"? Yes, it's me, your secret, non-oriental, illegitimate, Australian/British, family-sized, blob shaped love child! You claimed in the April ish that you have no rellies, but, alas, I'm your daughter – named Black Shape Junior. Do you remember that sexy encounter with a half open can of Australian baked beans in a health spa way back when?
A paternity suit is on the way.
Black Shape Junior
● *And I'm sending you a restrictive suit. (More commonly known as a straight-jacket.) I've had several sexy encounters with baked bean cans in my time and several sexy encounters in health spas – but never a combination of the three. I've said it before and I'll say it again: I have no relatives!* **Black Shape.**

Dear Black Shape,
I am the most wonderful person in the world.
Bjorn Kugkhoven
Mijdrecht, Netherlands.
● *What are you doing living in such a useless country then? Only joking. Holland's brilliant – what other country in the world can claim to have invented the clog? Well done the Dutch, I say! Oh, and build those dykes higher – the oceans are rising.* **Black Shape.**

Kind Mr Shape,
At the age of eleven I made the worst mistake of my life. I bought a Sega Master System. Now at the wise old age of thirteen, I've found the error of my ways and realised that I must have been brain dead. I would like to redeem myself by selling the load of old $%*& and buying an Atari ST. Certain close relatives of mine (i.e. ma and pa) don't want to part with the Sega because I've built up a collection of games and will never get a hundreth of the price selling second hand. How do I persuade them into selling the Sega and investing in an ST. I desperately need an answer. I can't stand another day playing games with people with itty bitty bodies and humungous heads!!
Daniel Raynor
Sheffield.
● *Aha! Growing up can be expensive. And the way I see it is that you got yourself into this mess so it should be up to you to get yourself out of it. I'll give you one tip though, and it's this. Tell a gigantic whopper of a fib. Spin a tissue of lies. Tell your dad that Sega cartridges work on the ST as well as the Sega, so you only need to sell the console itself. Then, if all goes well, when you get the ST simply lock yourself in your room and 'pretend' to play your Sega games on it for a month or so before asking him if he can buy you some new ST software. Simple.* **Black Shape.**

Dear Black Shape,
We have a copy of F-29 Retaliator. (Actually that was a joke – ha ha.) Once upon a time there were three computer addicts who read a review about an exciting new flight simulator in an excellent (creep, creep) magazine called ZERO. Even more amazing – the review said it was in the shops now! And so, with Christmas spirit brimming in their hearts, the three addicts joyfully smashed open their piggy banks and set off for the local computer shop. Some hours later the three addicts arrived back home with a cloud of gloom hanging over their heads. "Maybe it'll be there next week," said one. "Yeah," cried another. "Yippee!" yelled the third. And so our three heroes pulled themselves together and waited. The week seemed to last about, oh, at least seven days, but then the weekend was upon them. They said goodbye to their children and kissed their wives and with renewed joy left for the shops. Several hours later they arrived home more gloomy and despondent than ever. A phone call was made to Ocean. "Hello," said a voice. "Um, oh yes, er I wonder if you can tell me when *F-29 Retaliator* is going to be released?" "End of January!" came the reply. January came and went. February came and was fading fast when another phone call was made. "Middle of March," said the voice. Gloom. Despondency (again). The moral of this heart wrenching tale is "Don't count your *F-29s* before they're hatched." Will the real *F-29* be in production before the simulator is released? Over to you, Shapey.
Simon, Dave and Curly.
● *Binipigig winny winnoo.* **Black Shape.**

ASTRONOMY CORNER

PROFESSOR BERNARD NEBULA (Great Britain's First Astronaut)



Hello stargazers. Patrick Moore, Claire Rayner, Heather Couper and I have been invited to NASA's yearly disco. We're going to party. We're going to get right on down and then get right on back up again. Then we'll probably get right on back down again, stay there for a while and then suddenly get right on up for the second time. I'm really excited. Keep this to yourselves, but I'm hoping to actually get off with Heather Couper (the only female astronomer in the world). I've been practising my dancing and I think I've got it cracked – she won't be able to resist my 'gyrating bottom and swingy hips' routine. I'll let you know how I make out next time. Right. I'm off down to Milletts to buy myself a disco suit.

HMSO

BUILDING TIPS

by ROBERT McALPINE JUNIOR

Hello builders. I'm ready to make my break. I popped to the prison video library and watched *McVicar*, a seventies film in which Roger Daltrey escapes to freedom from jail by digging a hole in the shower room wall. It was all very clever and involved 'disguising' the slowly enlarging hole with a bit of painted papier maché every time he'd finished for the day. (The 'screws' didn't suspect a thing.) Anyway, I checked out *my* prison shower room and discovered that one of the walls backs onto the room where they keep the sports equipment. And sports equipment rooms generally contain wooden horses – you know, those things you jump over. So here's my plan. I dig a hole in the shower room wall with the spoon I was kindly sent by Ian Best of Aberdeen (thanks Ian, by the way) and cover it with papier maché (the hole, not the spoon). Then I find out when the wooden horse is next going to be carried out into the exercise yard – the idea being that I'll be underneath it, balanced precariously in its hollow underside (spoon at the ready). Under the cover of the horse (once it's been put on the ground) I'll dig a hole, stash the displaced earth in bags tied inside the horse, and lay low underground – covered by a piece of hardboard with grass stuck on the top. The wooden horse will eventually be taken away and I'll be left alone, to tunnel my way to freedom. That's the plan (and it worked on a World War II film I once saw). Anyway, I've just got time for a quick letter from **Ian McGregor** of **Herts**. It's a series of very handy tips on how to set yourself up as a builder.

First start with the essential tools of the trade. These are: a radio stuck on extra extra loud, a newspaper (The Sport), someone else gullible enough to do all the work and a pair of cement covered, bum revealing jeans. Now the quote – walk around shaking your head and sucking your teeth, saying "oooh, nasty, nasty, cost ya!" for the best results. Now to 'up the quote'. The night before the job phone your client and double your profit with things like materials, labour, Gucci pen holder and Rolex. Once 'on the job', always remember to tell the customary dirty jokes within earshot of the occupants of the house and try to use the client's phone as much as possible – whether it's to your auntie in Australia or to order some 'supplies' (e.g. food and lager) on the client's credit card. Also make sure there's a window nearby so that you're always ready with suggestions to passing ladies (e.g. WHOOOOAA-AARRR). Finally, remember to turn up once or twice a week to lay the odd brick and collect your cash. I hope that these tips will lead to better building for all your readers and maybe you too: when you get out that is.

Again I must stress that I personally wouldn't carry on in that cavalier fashion on site, but well done anyway. Right. I'm off to the showers with my spoon then. Wish me luck, and I may well be speaking to you next issue from the 'outside'. A free man. (Well, on the run actually, but it's almost the same thing.) *(Not really. Ed.)*

HIGHEST JOYSTICK IN THE WORLD

No entries this month, so the records still stand. What about all you lot in the north of Scotland? Mountains aren't just for looking at, you know. Surely there are some balloonists out there, too. And if you're going abroad, don't forget that there's a 'special' prize for the first interior shot of a commercial airliner cockpit (Concorde would be nice, but a ropey old DC-3 Dakota will do). The photo must contain three things though – a pilot (preferably the captain), the altimeter and, of course, a joystick.

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Ahharr Jim Lad! Take those computers out of the hold and flog them to death! Swop software on the poop-deck! Hang messages from the yard-arm! Shiver me timbers, Give Or Take is there for the use of all able seamen. But remember – no software sales allowed, known pirates will be blindfolded and forced to walk the plank and businesses will be clapped in irons, beaten with a cat o' nine tails and sent straight to the Launch Pad section.

HARDWARE

● Atari 800 XL, 500 games + joystick, disk drive, cassette and 42 mags. Altogether worth £200, will sell £150, phone Scott on Leeds 487111 after 4pm any day.

● MSX HX-10 computer with small printer, games, joystick, cassette recorder, leads, manuals, mags and other thingies. Sell for £100 ono. It's in good nick. Telephone Jamie on (051) 632 3939.

● Atari 130 XE 128K computer, cassette unit, joystick, over 30 original games, books, many Atari User magazines, worth over £300, selling for £100 ono. Tel: Steven (04022) 20624 after 6pm.

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● Atari 520 STFM, Explorer pack, £400 games, joystick, £210 ono. Phone Welling 304 1247 after 4pm, ask for James.

● Sega Master System with *Phantasy Star, R-Type, Time Soldiers, Hang-on* and Quickshot joystick with autofire, £90 ono. (0734) 833084, Reading, buyer must collect.

● Atari 520 STFM for sale with 1/2 Meg drive, inc. mouse, BASIC, manuals and leads, original packaging, £150 ono. Vic Reeves, 13 Firbank Avenue, Skegness, Lincs PE25 3JY.

● Sega Master System, still fully boxed with two controllers and £200 of software, for £135, ring (0772) 742158 after 6pm.

● SCART Mega Drive + 4 games, £150, SCART PC Engine + 10 games, £150, Nintendo Deluxe Set + 10 games, for details phone Richard after 6pm on (021) 523 0144.

● PC Engine and TV PAL converter plus three games, the ultimate games machine £200 as new, tel: (0484) 720353.

● Spectrum 128k +2A, two joysticks, £520 of software incl. all new and top games. Sell for £150. Phone (01) 892 2763 after 6pm, ask for John.

● Atari 520 STFM, over 100 games, dust cover, art and film director, DG calc, Fleet Street, STOS, STAC, First Word + Flair Paint. Ideal business and home, worth £1500, £700 ono, phone (021) 5447633.

● Sega System, six games, light gun, rapid fire unit, £90, also Nintendo, four games, light gun, Japanese adaptor and cartridge, £100, contact (03752) 5991, near Grays, Essex.

SOFTWARE

● I have *Star Trek, Winter Olympiad, Black Lamp, OIDS, Slap Fight, Backlash* and *The Chessmaster 2000*. I would swop for *Lost Patrol* and any football games, contact Richard (0639) 893796.

● ST software to swop? Then contact me!! I have many titles to swop, such as *Xenon 2, Bloodwych* etc. Send list to Martin Richardson, Barton, 43 Forkedale, Barton, South Humberside, DN18 5NP.

● Mega Drive games for sale! *Tatsujin, Ghouls 'N' Ghosts, Forgotten Worlds*, ring Nathan (0742) 683791 after 6pm or (0742) 323299 before 5pm.

● Swop CBM 64 + 200 games and Spectrum 48k with 30 games and interface 2 and Sega system with £80 of games, all for one Atari ST or Amiga, phone (0889) 584927 after 5pm.

● Amiga freaks wanted to swop games, tips and stuff, contact Roy Adams (hem hem!) at 2 Highfield Road, Pontefract, West Yorkshire WF8 4LT or phone (0977) 707068. 100% guaranteed reply.

● Swop Atari ST games? I will swop originals, *Weird Dreams, Populous, Combat Pilot* and others for any games, eg. *Platoon*, send SAE to Kevin Grosvenor, 17 Parkside, Newham, Surrey KT15 3AN.

PENPALS

● Amiga contacts wanted, send stuff to Ben, 29 Bovington Close, London N19 5SN.

● Cool Amiga contacts wanted, preferably female and outside the UK. Also to swop games, demos and tips. 100% reply. Contact Nick Leonard at 54 Guernsey Road, Parkstone, Poole, Dorset BH12 4LL, England.

● PC contacts wanted (anywhere in the world), 100% reply. Preferably aged between 14 and 20. Write to Mark Bulpitt, 154 Roman Road, Basingstoke, Hants, RG23 8HG.

● Amiga contacts wanted world-wide, 100% reply, send disk or letter to: T.G. at 89, the Quarterdeck, Westferry Road, London E14 8SH.

● Penpals wanted, amiga or C64 owner would like to swop games, tips and pokes, any age, male or female, write to Simon Pancutt, 17 Savernake Road, London NW3 2JT.

● Amiga contacts wanted, write to Craig Ross, 3 Blinkbonny Road, Falkirk, Scotland FK1 5DA or phone (0324) 26623 after 6pm.

● Amiga contacts wanted! 100% guaranteed I will reply to you! Get writing! Write to John, 17 Fairle Avenue, Mansfield, Notts NG19 6RH England. PS. Hi to Craig Spencer.

● Are there any ST owners in West Yorkshire (or anywhere) want to exchange hints, tips, games, if so write to Simon Whitby, 32 Manor Road, West Town, Dewsbury, West Yorkshire WF13 2PX.

WANTED

● Wanted PC Engine games, must be in good condition, send lists to 55 Broomfield, Smethwick Warley, West Midlands B67 7DD.

● Coders, artists, musicians for demo creation group on Amiga. Write to Ray, 357 Witton Road, Aston, Birmingham B6 6NS or phone (021) 327 5931 after 6pm. Contact me now.

● Got any PC Engine games you don't want. I'll give good cash. No CD-Rom games. Phone 593 1321 or write to Lee Aimers, 29 Bury Road, Dagenham, Essex RM10 7XR. Send your lists now!

● Free baked bean to anyone who phones with info on UK V/Data, BBIS etc. Go on. Gissa ring! (0702) 73400, ask for Tony or Harry the Hamster (who's he?).

● PC Engine games wanted, will pay up to £15. Send lists to S Billing, 206 Ash Grove, Hounslow Middx TW5 9DT or ring (01) 569 4132 between 6.30pm and 10.00pm.

LONELY HEARTS

● Amiga enthusiast (16) seeks female (16+) Amiga lover to share the (Amiga) love together. Interested? Please write with no hesitation to Max, 168 Castleford Road, Normanton, West Yorkshire WF6 2EZ.

● Strategically, adventuring, arcadian ST male (21) roams around looking for ST female to share software with. Please write to Nick, 60 Romney Court, Shepherd's Bush, London W12 7PY.

● 18 year old Mega Drive owner is looking for Mega Drive owning girlies between 17 and 19 years to swop hints, tips and games for the Mega Drive. Write to Anthony Donker, Eerste Donk 101, Den Bosch, Holland. Boys may write as well.

FANZINES

● The Pink Elephant magazine (DEM) is available now! Send an SAE (A4 size) for a free copy of the special launch issue to: Jon Bell, 26 Chaffers Mead, Ashstead, Surrey KT21 1NG.

● Stream. Amiga disk magazine and public domain library. News, reviews, tips, demos, utilities and much more. Send SAE for details. Chris Jackman, 3 Albion Terrace, Lexham Road, Litcham, Kings Lynn, Norfolk PE32 2QQ.

MESSAGES AND EVENTS

● To Bolton's no 1 fan – 2-1, 2-1, we're on our way to Wembley, we're on our way to Wembley, Da, da, da, da! Love and kisses, Johnny King's Superwhite Army.

● Mindpower Designs wants dedicated graphix artists, musicians, coders to join us to achieve new and original projects never done before, demos first, then games and lots of ££££. Amiga!!

● Olympics – new PBM from the GM of Deadzone! You have 20 different athletes to enter in different races each turn. Start up 50p, turns £1. Contact Jon Bell, 26 Chaffers Mead, Ashstead, Surrey KT21 1NG.

BIRTHS, DEATHS, MARRIAGES AND DIVORCE

● After a long and painful battle against a virus, CK907OHWC32 has finally upped stumps. Thanks to all who sent flowers during the last few weeks. The funeral will take place in Dixons, Oxford Street, on a date to be arranged.

● In loving memory of Spike. Condolences to C. South and gilled relatives for his early demise.

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